



Town Crier

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BEWARE OUTLAW SCUM

All denizens of the cursed city of Mordheim are warned herewith to beware of Stirland's two most wanted criminals. Marquand Volker and Ulli Leispold have been sighted recently scouring the ruins of the old merchants quarter. These vagabonds are merciless sell-swords and assassins, have reputedly slain over thirty people and committed a whole host of other foul and blasphemous deeds. A considerable bounty is offered for information leading to the capture of these two bandits.

An artefact known simply as 'The Sword of the Herald' was recovered recently from near the Pit and has turned up at a trading post just outside of the city. Many claim that this item has magickal properties and can cure the plague among other things. The revered priests of Sigmar say different and that possession of this relic is tantamount to heresy.



Hoary Norsemen have been flocking to the City of the Damned and many more have been departing by ship to the golden shores of mystical Lustria in search of wealth and a good fight. These bearded, northern barbarians are much renown'd for heavy drinking and fighting and are a very dangerous lot indeed for few can match their sheer ferocity in combat or their mastery with the axe.

Many remain wary of these uncivilised Norsemen. For although they appear to harbour no allegiances and indeed are known to fight for any cause for the highest bidder, such is their love for war, some still believe that they are in league with the dark gods. Few are brave enough to question the beliefs of the warlike Norse and they do seem intent to stay wherever the fighting and the beer is good!



Here
Within

A full description
of the foul deeds
of Stirland's two
most wanted criminals.

The Sword of the
Herald -
mankind's saviour
or his very
doom?

How to survive
some of the worse
conditions the
cursed city has to
offer.

Visit the seers
for accurate
palm-reading and
fortune telling.

Ulli Leitpold & Marquand Volker



Ulli and Marquand, those lovable cutthroat vagabonds from the Warhammer Monthly comic are seen here as new miniatures available either as separate playing pieces or this stunning diorama. The rules for using these two new Dramatis Personae can be found on pages 3-8.

(These models are not shown to scale)



The Editor Speaks

So, here we are again fearless warriors and wyrdstone hunters. Issue thirteen of Town Cryer unlucky for some? Pah, what nonsense, Town Cryer is still going strong for there is much to be told about the insidious City of The Damned and the degenerate tales it creates.

This issue we feel compelled to bring to your attention the deeds of a right pair of villains indeed. Two of the nastiest, most treacherous dogs that you're ever likely to meet and in a place as cursed as this that really is saying something! All Sigmar-fearing men should be wary of the vagabonds known as Ulli Leitpold and Marquand Volker. Wanted by his most gracious excellency the Count of Stirland this foul and wicked pair, these black-hearts of ill-repute, these... ULP!

I say Mr Volker is it really necessary to poke that

rather sharp and dangerous looking knife down there, tis a might uncomfortable against one's, um... vitals. Oh, and what a rather large warhammer you have Mr Leitpold...

Anyway, where was I? Ah yes, as I was saying those two fine and upstanding gentlemen of the subtle art of swordplay. Those two lovable rogues of Warhammer Monthly renown. Masters of such fine sport as decapitation and disembowelment offer their (very inexpensive, I assure you) services to all ye brave and wise captains reading this most humble tome.

Right lads, that's fifty crowns for the advertisement. Er, no... that's fifty crowns that you pay me. Ah, now that's a powerful argument Mr Volker, did you want it in cash or cheque? Yes, it's been a pleasure doing business with you gentlemen.

Thirteen unlucky for some? No not at all.

Steve

Contents

ULLI & MARQUAND

3

Those two vagabonds from Gordon Rennie's 'Mordheim - City of the Damned' comic strip of Warhammer Monthly fame are immortalised here. The full rules for using Ulli and Marquand as Dramatis Personnae in your games of Mordheim.

WRITE FOR FANATIC

9

All you need to know to become a budding contributor for Town Cryer and Fanatic.

LUSTRIA CITIES OF GOLD

10

This alternate setting for Mordheim - the jungle continent of the Lizardmen brings us the new Norse Warband, some scenarios and Hired Swords.

SUBPLOTS

25

Gav Thorpe pens us some cunning subplots to bring further danger to your warbands.

Q & A

28

Rules queries and some errata from Tuomas Pirinen, Space McQuirk and Donato Ranzato.

SWORD OF THE HERALD

32

The Shadowlord, Herald of Chaos, has left his mark in this Zombie plagued multi-player scenario.

FORTUNE HUNTERS

40

New Hired Swords come flocking to Mordheim in the shape of the Duellist, Bard, Bounty Hunter and the Witch.

SUBSCRIPTIONS

46

Subscribe to the Black Library's finest magazines and see what's on offer.

BACK CATALOGUE

47

The full back catalogue of Mordheim miniatures available from Mail Order.

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Wlll & Marquand

New Dramatis Personae based on Gordon Rennie's popular characters from the comic Warhammer Monthly beautifully brought to life by the art of Karl Kopinski and Paul Jeacock.

Written here by the scribes of great Renown Space McQuirk and Donato Ranzato for use with the exquisite models sculpted by Mark Bedford.



Dramatis Personae



A Pair of Rogues

Never in the history of the Empire have there been such a villainous pair of rogues as Marquand Volker and Ulli Leitpold. Once brigands in a mercenary regiment responsible for a long list of crimes, they were caught by bounty hunters and enlisted into the slave army of The Count of Stirland. The pair escaped their captors on the outskirts of Mordheim, City of the Damned, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.

Ulli and Marquand quickly developed a strong rapport with the scum of Mordheim a place inhabited by the corrupt and immoral outcasts of society. Their martial prowess and ruthless guile soon earned the nefarious partners in crime a high degree of notoriety. As a result the less noble traders and prospectors of the accursed city eagerly sought out the services of these talented scoundrels.

But their assistance did not come without a high price. Whilst the pair would consider any task thrown their way for a mere handful of gold coin, their loyalty was as fickle as the winds of Chaos. They built up a reputation of betraying employers and stabbing them in the back for the sake of a single crown. They were certainly not beyond using foul and despicable tricks to save their own worthless hides or line their own pockets.

What became of the despicable pair, none can say but legends of their deeds can to this day be heard in taverns throughout the Old World. Each story is more outlandish than the next but few ever doubt the truth behind these fantastic tales.



Dramatis Personae

Both Ulli and Marquand are new Dramatis Personae as described on page 152 of the Mordheim rulebook and follow all of the standard rules therein. Unlike the other Dramatis Personae Ulli and Marquand are mercenaries hired as a pair for one battle only, you cannot hire only one of them.

May be Hired: any Warband except Sisters of Sigmar and Witch Hunters may hire these rogues.

Hire Fee: 30 Gold Crowns to hire as a pair.

Rating: Ulli and Marquand increase the Warband rating by +60 points.



Marquand Volker

Reputedly the son of wealthy Marienburg merchants what made Marquand embark on a career as a gambler and then a mercenary and assassin is unknown. What is known about this apparent 'fop' is that his appearance belies his true nature for he is quite deadly and entirely devoid of any morals. Marquand personifies Mordheim 'The City of the Damned' for he is corrupt and rotten to the core – just like that place he calls his 'home'. An expert swordsman and master of the throwing knife, there are few who have crossed him and lived. In the darkened corners of taverns, tales are told in nervous whispers about this cold-hearted killer's reputation: that he killed his first victim before he was ten; that he cut the heart out of the Duke of Suddenland while the Duke's wife slept on beside him. His deadliest foe is the Witch Hunter captain Gottlieb, 'The Flayer', whose face Marquand horribly disfigured whilst the erstwhile servant of Sigmar was attempting to redeem Marquand of his sins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Marquand	4	5	4	3	3	2	5	2	8

Weapons/Armour: Sword, Light armour, throwing knives.

Skills: *Step aside, Knife Fighter, Lightning Reflexes.*



Ulli Leitpold

Marquand's sidekick and partner in crime. Little is known about this huge framed Middenheimer, apart from it is unwise to be caught anywhere near the business end of his massive warhammer! The tales tell that Ulli Leitpold started out as a mercenary soldier, often in the service of the armies of the Count of Stirland, and that he was present at the slaughter that ensued at the third siege of Nuln. Life as a mercenary is presumably where he derives his unthinking greed and cold nature, no doubt. Ulli spent some time as a bandit and thief and teamed up with Marquand when they were captured by bounty hunters and sentenced to live out their days in the penal battalions of the Count of Stirland. Neither as subtle or as flash as his Marienburg colleague Ulli prefers to use a combination of brute force and low cunning to achieve his goals.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ulli	4	4	4	4	3	2	4	2	7

Weapons/Armour: Two-handed warhammer, Light armour.

Skills: *Strongman, Unstoppable charge, Combat master.*

SPECIAL RULES

These special rules apply to both Ulli and Marquand.

Wanderers. See Aenur, the Sword of Twilight Mordheim rulebook page 153.

A Fistful of Crowns: These guys will do literally anything for money/wyrdstone and have been known to change sides and stab



their former employers in the back for just a few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game any player(s) wishing to do this must secretly write down how much he is willing to bribe them by (this must of course be more than the pair's starting hire fee!). The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose the start of any of his turns to attempt to bribe them (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid.

E.g. Captain Steiner of the Averland Avengers Warband has managed to find the duplicitous pair when scouting the ruins. He pays them their hire fee of 30 gold crowns and they agree to join his warband for the next day's Wyrdestone hunting. Because Steiner is well

aware of his new 'partner's' treacherous reputation he keeps another 30 gold crowns set aside in a pouch on his belt just in case.

Later that day Steiner comes across the warband of his arch rival, the Reiklander Captain Albrecht 'One Eye'. A fight ensues and when Albrecht recognises Ulli and Marquand (cutting a swathe through his men, no doubt!) he yells out to them that he will pay them fifty gold crowns if they change sides. Ulli and Marquand ponder this for a moment and then turn their weapons against the Averlanders. At this point Steiner throws his pouch of thirty crowns at their feet (making a total of sixty crowns and beating Albrecht's offer of fifty) and after counting the gold our lovable rogues again turn their weapons towards the hapless Albrecht, much to Steiner's relief. Of course things could have been a lot different for if Albrecht had bribed only eleven more crowns, because with sixty-one he would have beaten Steiner's counter-bid and Ulli and Marquand would have stabbed him in the back (literally!) and changed sides.

This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times.

Whichever player succeeds in bribing or if the controlling player maintains control they must pay this extra amount.

Where's the Money? These guys are not likely to accept any poor excuses if a warband cannot afford their extra pay. In the event that a player cannot pay the extra either in crowns or Wyrdestone the pair will deprive the warband of an equal amount in equipment (based on market price). Failing this they will take out their anger on the warband leader – immediately play a close combat with the pair versus the warband leader on his own and to the death!

Inseparable: These guys are like brothers and are totally inseparable. They must be hired as a pair and must remain within 4" of each other. In the event that one is taken *Out of Action* the other will attempt to drag him off of the battlefield and to safety.

You can read about the nefarious exploits of our two heroes Ulli and Marquand starting in issue 28 of *Warhammer Monthly*, the Black Library comic.



The bolt whistled mere inches past Ulli's ear. Ducking back behind a pile of rubble he looked across to the other side of the street.

'Marquand, those shots are getting to close for my liking. What did the wizard want that this madman thinks is so worthwhile defending, and why did I have to hide in the privy whilst you arranged the deal.'

From the broken frame of a window, the flamboyantly dressed Marquand called back to his friend.

'It's a book Ulli, now do me a favour and tell me when you see the crossbowman again.'

Ulli raised his head cautiously above the cover of a large chunk of stone.

'It had better be a damn good story, that's all I can say,' the broad chested Middenheimer shouted back to his comrade, as another bolt flew through the air, slicing through Ulli's topknot harmlessly.

'If you think I'm risking my neck like that again Marquand you're sadly mistaken.' Ulli growled at his friend.

'No need Ulli, it's safe, you can stop cowering behind that stone now.'

Standing up Ulli spied the marksman's body draped from a window on the second floor of a ruined townhouse. Blood trickled down the wall from a wound in the man's side, from where a small dagger protruded.

'I just needed a small distraction my friend, thank you for obliging, you know I never miss my mark.' Marquand drew his fine blade from its scabbard. 'Now if you'd be so kind as to make good use of that hammer of yours to break down the door, we'll see off the remaining guards and take that book to the market.'

A puzzled look crossed Ulli's face. 'I thought we were to give it to the wizard!' he shouted, charging easily through the thick, but rotten door and bringing his hammer into the midriff of a surprised Averlander mercenary.

Marquand quickly followed his companion, thrusting with lightning speed at two opponents with his sword. 'We were, but think how much this thing will fetch on the open market. Besides, I'll let the old man know of the sale of his precious tome and he is welcome to try and bid for it. But I have a sneaky suspicion that there will be some competition in the auction. I foresee a mystery trader raising the bid a little before letting the wizard buy his precious book.' A whirl of steel was the last sight Marquand's unfortunate opponent witnessed before falling to the floor, bleeding from multiple wounds.

Ulli smiled as he finished off the winded Averlander, crushing his skull with a mighty blow of his warhammer.

'You know, my father always told me that books, not fighting, was the best way to make my fortune. Perhaps he was right after all.'

• Ulli & Marquand Fanatic Miniatures •

Not only can you collect Ulli and Marquand as an incredible diorama from the Black Library (below) but those sly dogs at Fanatic have made the two miniatures, sculpted by Mark Bedford, available as separate gaming pieces so that you may use them in your games.

THESE MODELS ARE NOT LIMITED EDITION AND ARE AVAILABLE THROUGH GAMES WORKSHOP MAIL ORDER.



Marquand Volker
FMD032 - \$6.00



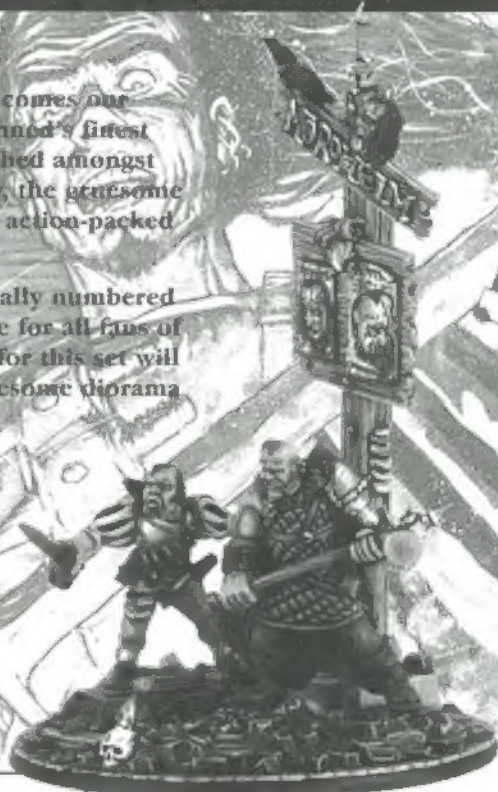
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• Ulli & Marquand Black Library Diorama •

Bursting from the Chaos riddled pit that is Mordheim, comes our long-awaited collectors' diorama of the City of the Damned's finest pair of cut-throat scum-bags - Ulli and Marquand! Perched amongst the blasted ruins of the Empire's most treacherous city, the gruesome twosome ready themselves for battle in this powerful, action-packed piece.

Our incredible diorama comes boxed, with an individually numbered collector's certificate. This multi-part kit is a must-have for all fans of Mordheim and Warhammer Monthly. Because demand for this set will be very high, make sure you don't miss out on this awesome diorama - our very best yet!

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- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

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- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
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Further exploration of the fabled New World brought to you by the famed explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-12 for more details of the Lustrian setting.

LUSTRIAN SCENARIOS

Here are some more of the scenarios that have been specifically tailored for Lustria (see page 18 of Town Cryer 10 for the full list).

3. THE HUNTERS BECOME THE HUNTED

The warbands have heard rumours that Lustria has rare and exotic creatures. There were merchants and wizards willing to pay hefty prices for them. Rumour has it that Cold Ones are in the jungles of Lustria. There is a lot of money to be made from the Cold Ones. They are useful beasts that can help the mobility of caravans due to their strength. Their scaly skin is good material to make several items. Races such as the Dark Elves capture them and use them for war.

One warband has been ambushed by a Lizardmen Beastmaster who is accompanied by two Cold Ones. The warband must kill the beast master. If they do so, they can control the Cold Ones by gaining the Beastmaster's whip. The whip has something mysterious about it that controls the Cold Ones. However, enemy warbands have spotted their camp days ago and are also in search of the Cold Ones. Their scouts stumble upon the attacked warband as well.

For 2-6 warbands and a referee.

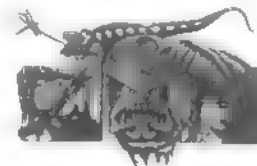
SET UP:

1. The Warband with the highest rating is the Defending Player. The Defending Player sets up in the middle of the board. The Lizardman Beastmaster and Cold Ones must be 4" away from the Defending Player's Warband and

have line of sight to the Defending Warband. The Defending Warband has an 8" by 8" set up area in the middle of the board.

2. The Attacking Warband(s) rolls a D6 for each Hero and Henchman group in his Warband, in any order he chooses. On a 1-3, they are somewhere else in the jungle and turn up later as reinforcements. On a 4-6, they are deployed at the start of the game. Note that at least one Hero or Henchman group will be present at the start. If all roll 1-3, the last Hero or Henchman group will automatically be deployed at the start of the battle.

3. The Attacker(s) deploys his whole Warband within 8" of a randomly determined table edge (nominate each edge a number 1-4 and roll a D6 re-rolling 5's and 6's).



TERRAIN

The Attacking Warband(s) and the Defending Warband set up the terrain pieces starting with the Defending Warband. Do not place any carnivorous plants until all terrain pieces are placed. The Defending Warband rolls 1D6 for every player taking part and places that many carnivorous plants (rules in TC 10, page 18) anywhere on the table. The plants must be at least 4" apart from each other. I suggest at least a 4x6 set up area depending on how many warbands are involved.

STARTING THE GAME

The Attacking Warband(s) starts first – if there are more than one roll 1D6 with the highest scoring player going first and then moving in descending order. The Defender always moves last. The Lizardman Beastmaster goes first and should be controlled by the referee.

SPECIAL RULES

The Attacker(s), at the start of the second and subsequent turns, may roll 1D6 for each Henchmen group or Hero not yet on the table. On a 4+, these reinforcements may deploy during the movement phase from a randomly determined table edge. All reinforcements that arrive may not charge on the turn in which they arrive.

The players must defeat the Beastmaster to gain control of the Cold Ones. The unit/Hero which puts the Beastmaster Out of Action, gains control of the Cold Ones by taking the Beastmaster's whip from his prone form. Other enemy units can gain control of the Cold Ones by similarly taking the whip from whoever has possession. If nobody is in possession of the whip, the Cold Ones will immediately become subject to *Stupidity*. Also, roll 1D3 to determine how many artifacts the Lizardman Beastmaster carries. The unit/Hero which takes out the Lizardman Beastmaster gets the artifacts but if the unit is stunned or Out of Action, another unit in base-to-base contact may take the artifacts. The Unit with the whip must always be within 4" of the Cold Ones.

No warband may voluntarily Rout. The game lasts for 12 turns.

ENDING THE GAME

The player who runs off the board with at least one of the Cold Ones and artifacts wins the game. If both Cold Ones are Out of Action then the last warband not routing wins the game. The last model which has the artifacts in its possession gains them.

EXPERIENCE

+1 Survives. If a Hero or a Henchman group survives, they gain +1 experience.

+2 Winning leader. The leader of the winning Warband gains +2 experience.

+1 per enemy out of action. A Hero earns +1 exp for each enemy he puts out of action.

+1 per Cold One alive. All units in the winning Warband which survive get +1 exp per Cold One alive.

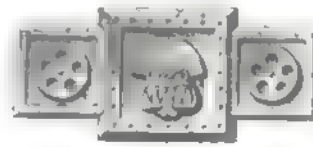
BEASTMASTER AND COLD ONES

Lizardman beastmaster: Use a Skink Great Crest from the Lizardman Warband from TC issue 11 for the Beastmaster (page 24) and the rules for Cold Ones can be found on page 17 of the same issue.

WINNINGS

If the winning Warband captures the Cold Ones alive, they can either mount a unit on them or sell them for 80gc. If one or both of the Cold Ones are dead then you can sell them for 40gc each.

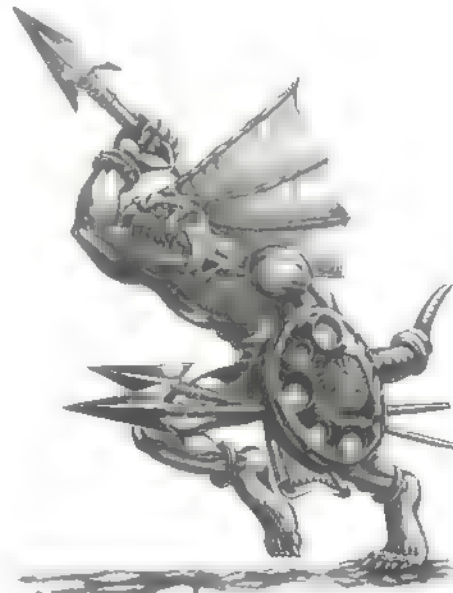
The artifacts are the equivalent of a Wyrdstone shard each and can also be sold.

**5. LOST TEMPLE OF THE SLANN**

Long ago, when the Old Ones lived and prospered in the steaming jungles of Lustria they erected great white stone pyramid-temples in which to live and contemplate the heavens. Since their demise many of these temples have fallen into ruin with a few of the the domain of the Slann and their Lizardmen followers.

It is the temples of the Lizardmen that draw the greedy and adventurous to them like moths to a candle for they are reputed to be great repositories of arcane knowledge and, of course, gold...

For 2-6 warbands.



LUSTRIA - CITIES OF GOLD

TERRAIN

Each of the players takes turns placing a piece of terrain. They may place jungle trees, man-eating plants, quicksand, ruins or other similar terrain features. The terrain should be set up in an area roughly 4'x6'. You should put a Building (temple) in the centre of the table. The objective is to take control of this building.



WARBANDS

One randomly determined player is the defender representing the Warband that reached the building first. This is regardless of who has the highest Warband rating. However, if there is a Lizardmen Warband taking part, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking Warbands are set up as normal.

In addition, for each attacking Warband beyond the first, the defender rolls once on the Booty table (below) to determine the additional equipment his Warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the Warband thus far and are meant to give the Warband a chance against multiple opponents:

D6 Roll	Item Found
1	Temple Stone Guard
2	1D3 doses of Dark venom
3	1D3 doses of Crimson shade
4	Holy (or unholy) relic
5	Lucky Charm
6	Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

STARTING THE GAME

Each player rolls a D6; the player rolling the highest has the first turn and order of play

proceeds clockwise around the table. The attacker must set up 6" to the nearest table edge.

ENDING THE GAME

The game ends when all warbands, but one, have failed their rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

EXPERIENCE

+1 Survives. If a Hero or Henchmen group survives the battle, they gain +1 experience.

+1 Winning leader. The leader of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

THE OLD RELICS

At the end of the game the winning Warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see which additional items the Warband finds in the temple. Note that you'll roll for each item separately, apart from gold crowns (or their equivalent), which are always found. For example, you will need a 4+ to find a *Tome of Magic*. Then roll to see if you find the *Gromril Sword*. Note that you roll on the table once for each Hero that you have who isn't *Out of Action*. The maximum number of times you can roll is 6.

D6 Roll	D6 Roll Needed
3D6gc's	Automatic
D3 gems (worth 10gc each)	5+
<i>Tome of Magic</i>	4+
<i>Gromril Sword</i>	5+
<i>Cloak of Mists</i>	5+
<i>Healing Herbs</i> (D3 doses)	4+
<i>Dispel Scroll</i>	5+

NEW ITEMS

Temple Stone Guard:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	1	1	8

The Temple Stone Guard is a statue of a Lizardman Saurus, created to protect the



temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded. You can use any Saurus miniature to represent the stone guard. Even one that is not painted!

Dispel Scroll: (as in Best of Town Cryer). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to

negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for $25 + 2D6$ gc.

Cloak Of Mists: Only a Hero can have this item. There is an additional -1 penalty to hit for any attacks against the wearer (close combat or missile fire). There is also a -1 penalty to Initiative when trying to spot the wearer if he is *Hidden*.

HIRED SWORDS

SHADOW WARRIOR

35 gold crowns to hire +15 gold crowns upkeep

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

May be Hired: The Shadow Warrior may be hired by High Elf and all Human warbands, but may not be hired by a warband that is evil (eg Possessed) or one that includes an evil Hired Sword (eg Dark Elf Assassin).

Rating: A Shadow Warrior increases the warband's rating by +12 points plus 1 point per Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Equipment: A Shadow Warrior carries a sword, longbow, dagger, shield and wears Light Armour.

Skills: A Shadow Warrior may choose from Combat or Shooting skills when he gains a new skill. In addition he may choose his skill from the Shadow Warriors Special Skill list in Town Cryer 10.

SPECIAL RULES

Hates Dark Elves: Shadow Warriors seethe with bitterness when facing Dark Elves and follow the rules for *Hatred* in the Mordheim rulebook.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Shadow Warrior spots *Hidden* enemies from twice his Initiative value in inches away.

Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Infiltration: A Shadow Warrior can infiltrate. See the Skaven skill of the same name.

BIG GAME HUNTER

40 gold crowns to hire +18 gold crowns upkeep

There are many reasons why adventurers risk life and limb exploring the mysterious continent of Lustria. The lure of riches and arcane knowledge brings a steady flow of greedy individuals but some are drawn in search of legendary creatures rumoured to inhabit the lush jungle. Expert game hunters are paid vast sums of money by flamboyant Old World nobles in order to bring back these exotic creatures. These rare beasts are displayed in the private zoos and gardens of nobles or can be found hanging from the walls of their palaces. Game hunters are skilled trackers and hunters having spent most of their lives hunting game in the forests of the Old World. They are well equipped and not inexpensive to hire.

May be Hired: The Big Game Hunter can be hired by any human Warband.

Rating: A Big Game Hunter increases the warband's rating by +16 points plus 1 point per Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	7

Equipment: Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).

Skills: The Big Game Hunter can choose from Shooting or Academic skills when he gains a new skill.

SPECIAL RULES

Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put Out of Action by a trap, it is automatically captured after the game to be sent to the Old World.

NORSE WARBAND

'O' Sigmar preserve us from the wrath of the Norsemen'

The land of Norsca lies to the far north of the Empire across the stormy sea of Claws. This is a harsh land of snow and ice with mountains of Frost and Dusk that reach unto the heavens themselves and march right down to the sea. The humans that live here are powerfully built, with large, well muscled frames and long limbs. The Norse are a bloodthirsty people whose society is based entirely around war and fighting. They make or produce very little in their inhospitable homeland and their attitude is to take whatever they need from the lands of others. Many a time their dreaded longships have brought terror and destruction to the lands of men and the other races. The Norse people live in marauder tribes or clans much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that the Norse are seen as a very primitive and uncivilised race by others and indeed many Norse tribes openly worship the dark gods of Chaos as their own.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe and shield for their's is a brutal society where only the strongest survive. Probably because of their well-founded fearsome reputation the Norsemen have few allegiances apart from to their clan and their ancestors and so make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves and it was indeed the Norse who were the first humans to discover Lustria and the South Lands. In their longships, the Norse sailed from the Old World to Lustria, establishing the first colony, Skeggi. The Norse plague the coast of Lustria raiding many coastal settlements but it is their desire for riches and saga that have driven them further inland to pillage the temples of the Slann.

SPECIAL RULES

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength when trying to row a boat.

CHOICE OF WARRIORS

A Norse Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

HEROES

Jarl: Each Norse Warband must have one Jarl to lead it – no more, no less

Berserker: Your Warband may include up to two Berserkers.

Bondsmen: Your Warband may include up to two Bondsmen.

Wulfen: Your Warband may include up to one Wulfen.



HENCHMEN

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes a Wulfen in it.

STARTING EXPERIENCE

A Jarl starts with 20 experience.

Berserkers start with 11 experience.

Wulfen starts with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Norse are human, albeit rather nasty and ferocious but human all the same and so will use the human maximum characteristics from page 121 of the Mordheim rulebook.

NORSE EQUIPMENT LISTS

The following lists are used by Norse warbands to pick their weapons:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
-----------------------------------	------

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
-----------------------------------	------

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc

HUNTERS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Javelins	5gc
Bow	10gc

Armour

Helmet	10 gc
Shield	5 gc



NORSE SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓				✓	✓
Beserker	✓			✓		✓
Wulfen	✓				✓	✓
Bondsmen	✓				✓	✓



HEROES

I JARL

70 Gold Crowns to hire

The Jarl of a Norse Warband is the most battle-hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his Warband, all of the other warriors respect him and look up to him.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	4	2	8

Weapons/Armour: A Jarl can be armed with weapons and armour chosen from the Heroes Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Jarl may use his Leadership instead of their own.



0-2 BERSERKERS

50 Gold Crowns to hire

Berserkers are some of the most ferocious warriors in any Norse Warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	3	1	7

Weapons/Armour: Berserkers can be armed

with weapons chosen from the Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *Frenzy* as detailed in the Psychology section of the Mordheim rulebook.

0-1 WULFEN

90 Gold Crowns to hire

Wulfen are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Wulfen turn into blood hungry beasts, part man part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armour with ease with their huge claws and massive fangs as they rampage through the melee.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	4	2	7

Weapons/Armour: A Wulfen is a ravaging beast of teeth and claws and may never use weapons or armour although suffers no penalty for being unarmed.

SPECIAL RULES

Fear: Wulfen are terrifying creatures to behold and cause *Fear*.

Bestial: Wulfen are ravenous beasts and therefore immune to psychology. Also despite being greatly revered by their barbarian fellows Wulfen are too feral and uncontrolled to become the leader of the warband.

0-2 BONDSMEN

15 Gold Crowns to hire

These are young fighters who are still inexperienced and they are 'bonded' to the Jarl by the oath of servitude.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Bondsmen may be equipped with weapons and armour from the Heroes Equipment list.

HENCHMEN

(MAY BE BOUGHT IN GROUPS OF 1-5 MODELS)

MARAUDERS

25 Gold Crowns to hire

Marauders are the standard warrior to any Norse Warband. They have had their share of bloodshed and have been trained since they were children. They are referred to as Marauders as they are pirates and raiders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Marauders can be armed with weapons and armour chosen from the Henchmen Equipment list.

◆-5 HUNTERS

25 Gold Crowns to hire

Hunters are the most skilled in hunting wild game in Norse society. They are experts the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Hunters can be armed

with weapons and armour chosen from the Henchman Equipment list.

◆-5 WOLVES

15 Gold Crowns to hire

The harsh lands of Norsca are inhabit by a great many ferocious beasts: massive wholly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters make use of these beasts when trained and they are formidable foes

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves don't need and cannot use weapons.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.

Pack Leader: Wolves are feral pack animals that only respond to the strongest in their pack – the Wulfen. In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced.



NORSE SPECIAL SKILLS

Norse Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SHIELD MASTER

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

BERSERK CHARGE

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

CRUSHING BLOW

Norse warriors train in almost all of their spare time. They are expert fighters and learn

to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword

BATTLE TONGUE

Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

BARBARIAN COURAGE

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

By Derek Whitman

Bow before me, for I am Thrombard Broadoak, Jarl of the Great Thane Aegsarl of the Tribe of the Great Eagle, and none will join my warhost without swearing their loyalty to me as my bondsman. We sail on the next high tide, off to the land of the Scaled Beasts, the land of gold aplenty, the land they call Lustria..

'This is my warhost, blessed by our dark lord. Here is a thread for Skyr's spindle - see how it glows when I honour my forefathers in battle. In a dream inspired by Hraki the Trickster I received it - well has it served me as I serve Tchar, the Great Eagle. Here are Dreki and Raersk, my favoured champions - Dreki lost his eye in the Rite of Age. Well, little boy, do you still wish to take the Rite of Age? Of course you do. Those who will not take it are fools and cowards - aye, Dreki, even the Seers. I do not trust magic. Little still do I trust Rornair, that Hraki-spawn. Boy, don't look at me like that. Yes, you may come from the foothills, but you are soft in the head if you do not believe in the Wulfen.'

'But come, now is the time for your Rite. Here is the tallest point of the Hrakorn Harbour. At the bottom of the ocean bed is a

cave, full of sweet air. Do not ask me what magic it is. The Seers started it when the Tchar walked the land with his ravens. Dive into the sea, and find it. Inside you will find a horn. Blow on it twice. Then wait. Tchar be with you, boy, if I do not hear the sound from here.'

The boy stood, not shivering despite the cold. To do so would be shameful. He looked down the cliff face, into the churning sea thousands of feet below. Then he ran, jumping to throw himself far from the cliff that would dash his brains out. He fell down, into the sea, and, not even stopping for air, dived downwards.

'Thrombard, do you think he'll make it?'

'Of course not. Did you, or I? Did anyone? When he emerges, he'll see that the bravery was not the deed but taking on whatever we said. He'll make a fine addition to our warhost.' The Jarl waited, waiting for the boy to come back. Some of the boys were so fearful of shame that they never came back. They were no use. A warrior without brains is as useless as a broken axe.

Written by Tom Strasz

CONVERTING YOUR NORSE WARBAND

Painting by Craig Stocks

When I first decided to do this article, I wanted to show the easiest way to make the models for a Norse Warband. I went to my local games store. I stood around staring at the Warhammer figures for quite a while. What can I use to make Norse models for Lustria? I asked myself. I needed models with barbarian-like heads, loincloths, and swords, axes, and shields. Since GW has not produced a barbarian or Norse figure range in many years, this was going to be a challenge. Then I saw the Chaos Marauders – yes this was it! With a little clipping here and there, my handy dremel and a bit of green stuff I knew I had my Norse in front of my eyes. I picked up the Middenheimer leader, champion, a box set of Mordheim humans, and some blisters of Chaos Marauders. I drove home planning all the way on how my Norse, were going to be created

- Tools
- Dremel Tool
- sanding attachment
- cutting attachment
- safety glasses
- green stuff
- glue
- Bag of GW goodies

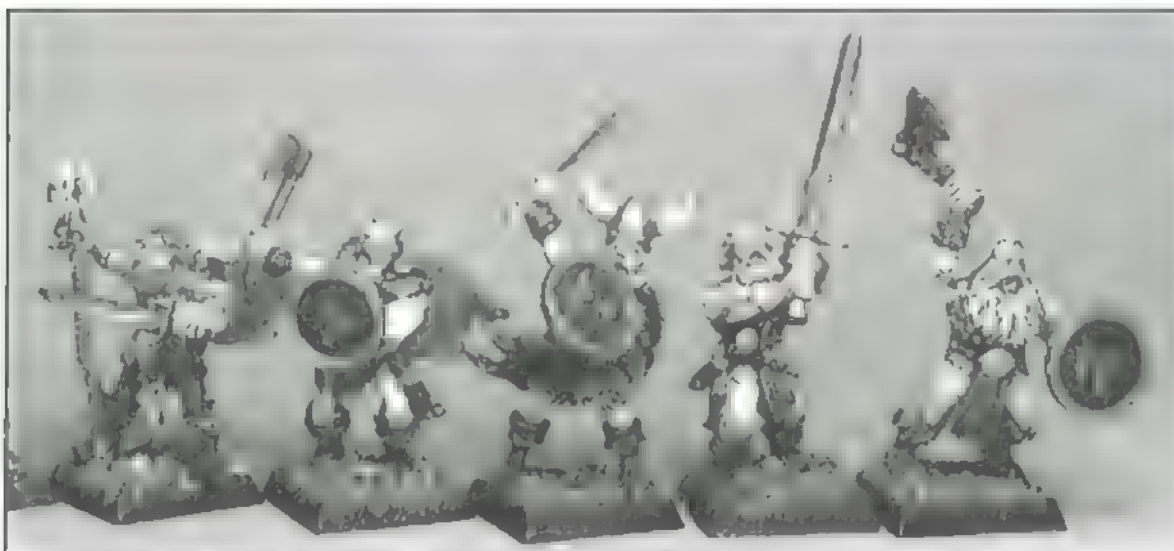
To start off, I needed a good strong looking

captain For this, I used the Mordheim Middenheimer captain. I took the dremel tool, and cut off the weapon on his right hand. To that, I added a round shield. Then I glued him together. After he was together, I took green stuff and scalped a helm with horns on it on him. This I knew was going to look cool, because he already had the head piece and nose guard on him. With that he was done.



To make my Norse Shaman (Hired Swords issue 12), I bought a Necromunda Ratskin Shaman from GW Mail Order. I cut off his right arm, and added a sword arm from the Mordheim human sprue. I cut off the back of his cloak and his tail. I then sanded down the cloak so that it had no rough area. After that was done, I cut off his head and added a more 'Norse' looking head from the Human sprue. To finish it all off, I attached a cape from the sprue to his back.

Now it was time to make some models with double-handed weapons. Claymores, mmm... This was a very cool and simple conversion to make. I took a Chaos Marauder with two-handed club, and cut off his left arm and club. I then carefully cut off his right hand. Then I



A selection of some of Derek's Norse warband conversions



And here's some more...

sanded the place where the left arm was. After this, I carefully chopped off his head. I then took the two-handed sword with arm, and hand attached from the Mordheim human sprue, and matched it up with the left hand. Then I glued a head from the human sprue to the neck. To finish him off, I filled in the crease between the neck and head with green stuff, and sanded the chaos symbol off of his belt buckle. With the use of different heads from the Mordheim human sprue, you can make many Norse warriors with Claymores.

Now I was in need of some warriors with swords, axes, and shields. Once again, I used my trusty Chaos Marauders for the bodies. One way I did it was to take a two-handed axe figure, and cut off his right arm, then trim the axe down to a one handed axe. I then sanded where the arm was and the bottom of the axe. Then I glued an arm from the human sprue to the right side and added a round shield. I bent the left axe arm up in the air so he was holding the axe above his head (if you use the

Chaos Marauder with fangs, it makes a cool looking Wulfen). If you want a different head, then once again use the heads from the human sprue and add green stuff to fill in the gap. Another way to do this is to carefully cut both the left and right arms of the figure off. Also the head if you wish. Then sand down the areas you cut off until they are even and smooth. Next, add left and right arms from the human sprue, plus any weapons you want the figure to have. Fill in the gaps and sculpt shoulders, and necks, furs or whatever you want to use using green stuff.

Using the Mordheim human sprue, and Chaos Marauder bodies you can make many kinds of Norse figs. I have just shown the basics. With imagination, and other GW bits the results are endless. You now can create your own Norse warband. Be creative, be imaginative and most of all have fun.



MAKING JUNGLE TREES

By Steve Cornette.

'What? What do you mean my Skink archer can't climb this tree and shoot from it? Why, that doesn't make sense!'

Oh the cries of foul can be heard clear across the Great Pond. More often than not players have had a similar experience during one of their games. Games Workshop skirmish rules through the years have given players that extra dimension many of us desire. The ability to get your miniature into a sniper-like position on the battlefield and start firing adds that intangible concept to most games. But until recently they really haven't been expanded upon until Mordheim came along.

When we first started thinking about how the rules for Lustria should reflect that same intangible feeling we needed 'functional' terrain that would both look great on the table and provide a safe haven for those sneaky-git types running around the jungle.

The nice plastic trees that Games Workshop makes are fine and dandy and look great on

the table but they lack the functionality that is needed in order to take advantage of the climbing rules in Mordheim. What came from all that thinking was a simple solution: Construct a tree that looks like a jungle tree but with a ledge built into the side of it that a miniature can be placed on.

Here are some simple rules to follow before I go into detail on how they were built:

1. Be sure the ledge is sturdy enough to hold the weight of a 28mm miniature.
2. Be sure the ledge is wide enough, (25mm to 35mm) so that the miniature doesn't fall easily.
3. Make sure the distance from the base to the ledge is enough so that the miniature can get into his 'nest' in one turn. E.g. no more than 3" high.

So with those criteria in mind we became 'Johnny Jungle Tree Planters'.

I say 'we' because as a father of 3 and a devout husband my Warhammer projects often turn into 'family affairs' in which the kids and sometimes the wife even gets in on the act. Thanks go out to Jeni Lynn and Lindsay Lynn for their undying devotion to my never-ending projects and to my wife Wendy for putting up with the mess around the house! Speaking of which...

So many items around the house can be used to make your trees and if you follow the rules given in the previous White Dwarfs on jungle tree construction you're sure not to go wrong.

I have used the following items to build the trees for last year's US Games Day:

- 12 Gauge (or very sturdy) electrical wire for the core of the tree. Pipe cleaners can be substituted but will need to be double wrapped.
- Wire cutters (any snipping operation is dangerous so kids be sure to have an adult supervise cutting electrical wire).
- Medical Gauze bandages soaked in plaster of Paris and or masking tape for the outer bark of the tree (I prefer the gauze because it makes a very good gnarly surface in which to dry brush after it's dry).
- PVA or 'Elmer's' glue as we say here in the



States (what would any terrain project be without the PVA glue?).

- Some thick and thin sheets of paper card for the tree bases and ledges in the trees.
- Masking tape to attach the ledges to the wires. Masking tape can also be used to make the large palm fronds.
- Home craft store or Florist supply stores carry a wide selection of silk or nylon plants. These make great palm fronds and you don't need to paint them!
- Of course, a wide variety of paints and brushes.

Step 1.

The first step is to cut your wiring in lengths long enough to simulate the roots, body and limbs of the tree. This takes a little practice but doing one or two will give you the knack of things. After you've cut 3 or 4 strips braid the wire together. This will create the sturdiness the tree will need to withstand years of climbing. The braiding also helps to give the tree the twisted look that most jungle trees have.

A very good way of helping to support the ledge for the mini is to make a tree with 4 braided strands and about half-way up the tree separate the fourth braid and bend it outward and upward to make the ledge limb. See Fig. 1.

Step 2.

The next step and the most fun for the kids is to cut your gauze into long strips then run them through some nice and gooey Plaster of Paris. After each strip is thoroughly soaked wrap the braided wire in them. It may take a few passes and your hands will get a bit messy but that's the fun isn't it? See Fig. 2 for the completed step.

Step 3.

You'll need to allow your trees ample time to dry before painting them and this is a good time to start making bases. I like using the hard pressboard found in hardware stores but sturdy cardboard can be used for bases as well.

I suggest cutting your cardboard out so that many bases can be fitted together to make what I call a stand of trees. Jigsaw patterns work well here. Cut and glue two pieces of card together so that you have two levels. Carefully cut areas for the roots to go into the top level. This will help to secure the tree in place until the glue dries. See Fig. 3

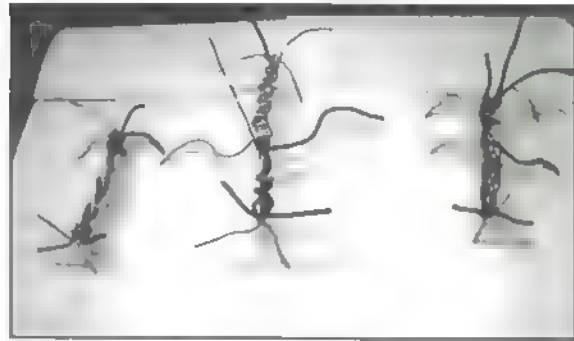


Fig 1.



Fig 2.

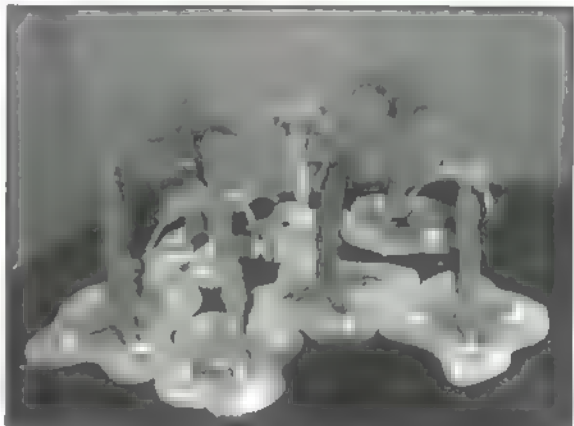


Fig 3.

Step 4.

Finally, you paint em. Spray the models black, give them a brown base coat and work up dry brushing to bring out the textured effect on the tree trunks. The leaves should be painted dark green and dry-brushed lighter shades of green. Couldn't be simpler!

Oops, we did it again!

Yes, we're not infallible as you know and here's some errata for last issue's Dark Elf warband. Light Armour was priced at 50gcs when it should be 20gcs.

UK ☎ 0115 6140 000

USA ☎ 1 800 391 0466

Norse Warbands

Using a mix of Chaos Marauder models, Beorg Bearstruck's Bear Men from Dogs of War and the plastic Mordheim human sprue you can quite easily make a Norse warband



Jarl
CHAOS CHAMPION - £4.00



Wulfen
BEORG BEARSTRUCK - £4.00



Marauder
BEARMAN 2 - £2.00



Marauder
BEARMAN MUSICIAN - £2.00



Beserker
CHAOS MARAUDER
WITH FLAIL 1 - £2.00



Beserker
CHAOS MARAUDER
WITH FLAIL 2 - £2.00



Marauder
CHAOS MARAUDER WITH
DOUBLE HANDED AXE 3 - £2.00



Marauder
CHAOS MARAUDER WITH
DOUBLE HANDED AXE 4 - £2.00



CHAOS MARAUDER
FLAIL TOP 3
020105708



CHAOS MARAUDER
FLAIL TOP 1
020105704

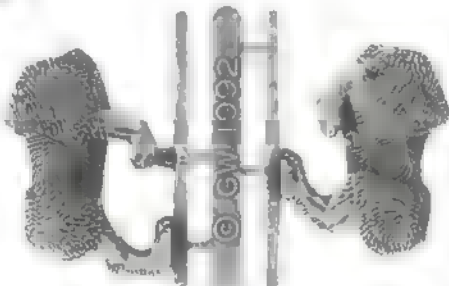


CHAOS MARAUDER
FLAIL TOP 2
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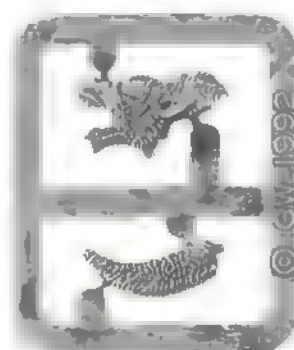
Remember that there are loads of other suitable models available from Mail Order and that this is just a small selection of them - why not call the Trolls and ask?

Remember the Mordheim plastic Human sprue is very useful for using when converting your Norse warband

PLASTICHUMAN SPRUE
99381102001 - £6.00



PLASTIC WOLF & WOLF HEAD SPRUE - £2.00



Subplots

By Gav Thorpe

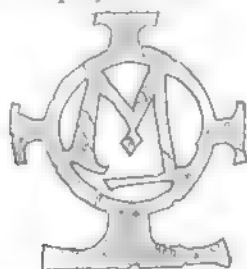
These subplot ideas were worked up by Warhammer supremo Gav Thorpe in the dim and distant past and have only recently been recovered by our tireless scribes. These subplots can be used as an alternative to Mark Havener and Tim Huckelbery's Random Happenings table from the Best of Town Crier supplement or in addition to it (players could decide to use one table for even games and the other for odd games – whatever you choose really).

These rules work in a similar manner to the Random Happenings – each player rolls a D6 at the start of the game and on the roll of a '1' must roll on the table below (3D6). The effects last for the entire game.

3 INFESTATION

This area of Mordheim is infested with rats, bats and other verminous creatures which will swarm out to attack anything that disturbs their lairs

Every time a model enters a building, roll a D6. On a roll of a 1 the model is attacked and suffers D6 Strength 1 hits. Roll for models deployed in buildings at the start of the game, before the first player's turn.



4 FLOODING

This region of Mordheim has been flooded, either through heavy rainfalls or by some other means. The water is not deep, but it has made the ground very slippery underfoot.

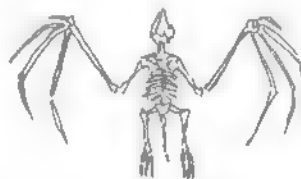
If a model wants to move, roll a D6. On a score of a 1 it falls over, just as if knocked down in hand-to-hand combat. If the model wishes to run or charge it falls over on a 1 or 2

5 EXTREMELY DERELICT

The buildings in this part of Mordheim seem

to be even more badly damaged than the rest of the city and could fall down at any moment!

At the start of each player's turn they must test to see if buildings with their model's in collapse. For each building the player has a model in, roll one dice for each model (friend or foe) in the building. If two or more rolls come up with the same score (two or more ones, two or more twos, etc.), the building collapses. Of course, this means that a single model in a building cannot collapse it, but if more two or more models are in the same building, the chances of a collapse increase. Models in a building that collapse count as falling, using the normal rules. Note that a building doesn't collapse totally, there's no need to replace it, and models may enter it again as normal.



6 CARRION CREATURES

This region of Mordheim swarms with flocks of evil crows and swarms of other vermin. Although they will not attack a warrior outright, they may descend upon a helpless target.

Roll a dice for every Hero that goes out of action. On a 1 they have been further mauled by the carrion eaters and must roll twice on the serious injuries table. Deduct -1 from the dice roll when rolling to see if out of action henchmen are permanently lost.

7 SORE HEADS

One of the warbands spent the previous night celebrating their victories (or drowning their sorrows...). They are all suffering from the 'morning after' and will take a while to clear their heads...

Each player rolls a dice. The warband with the lowest score is suffering from hangovers and exhaustion. Each Hero in the warband halves their Initiative. Roll a dice at the start of every

Subplots

turn for each Hero in the warband. If the score is equal to or lower than the Hero's Toughness then they have shaken off the effects and no longer suffer the penalty.

8-9 BITTER RIVALS

The two warbands have clashed before, or have heard grave rumours of each other's exploits, and are determined to defeat their enemies at any cost.

The following rule applies to both warbands. When taking a rout test, the players may roll 3D6 and choose the lowest two scores before comparing the total to their Leader's Leadership value.

10 'FLU

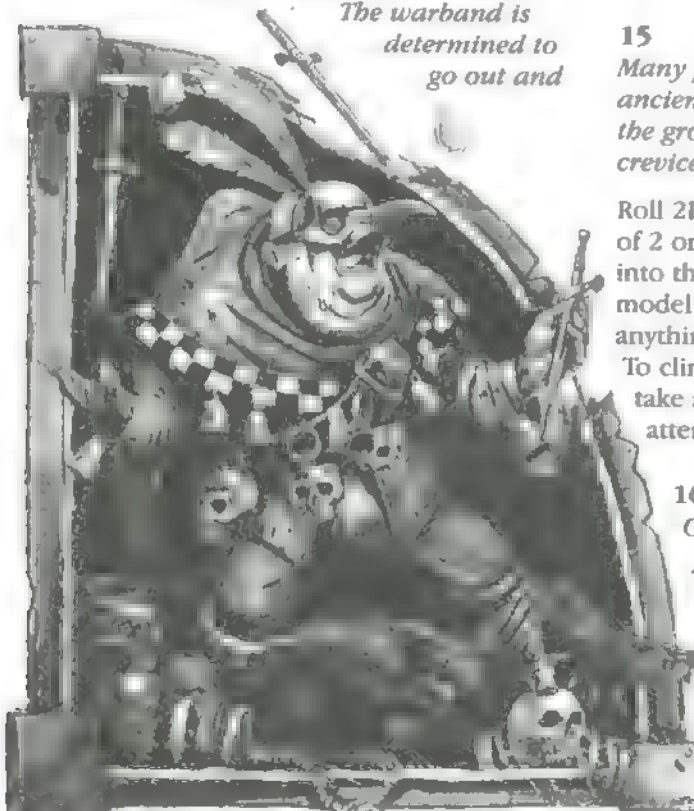
Mordheim has been swept by an epidemic of influenza and some of the warriors may be suffering its debilitating effects.

Roll a dice for every model in the game. On a roll of a 1 they have caught the 'flu and suffer -1 WS, -1 BS and -1I for this battle.

11-12 CELEBRATIONS!

Today is a special day for one of the warbands – perhaps it is their Leader's birthday, an important holy day or maybe the anniversary of a great victory.

The warband is determined to go out and



celebrate after the battle!

This sub-plot has no effect on the battle. However, each player should roll a D6, the highest scoring player is the one whose warband has cause for celebration. After the battle, all the Heroes in the warband must go to the alehouse; they cannot go to another location...

13 WYRDSTONE HOARD

The surrounding area is littered with more than the usual amount of wyrdstone. While this may prove to be very profitable for the warbands, the presence of so much wyrdstone has whipped the winds of magic into a near-uncontrollable tumult.

Any model attempting to use magic during the game must take its Leadership test on 3D6 rather than 2D6. However, both warbands gain an additional +D3 wyrdstone after the battle (roll separately for each warband).



14 HOWLING GALE

The winds are blowing strongly today, making a virtual mockery of any attempt to shoot missile weapons.

All missile fire during the game suffers a -2 to hit, in addition to any other modifiers.

15 COLLAPSING GROUND

Many parts of Mordheim are built over ancient sewers and catacombs. In this area, the ground is particularly bad and hidden crevices and potholes await the unwary.

Roll 2D6 each time a model moves. On a roll of 2 or 12, the model has fallen down a hole into the tunnels beneath the city (mark the model in some way). The model cannot do anything or be attacked whilst in the tunnels. To climb out of the tunnels, the model must take an Initiative test, just as if it were attempting to climb a wall or building.

16 WATCHED

One warband has been unexpectedly joined by an emissary of their superiors, who will report back on their performance. If they perform well, they will be rewarded; if they fail, then their masters will be most displeased...

Each player rolls a D6. The player with the lowest score is being



monitored. If they win the scenario, they gain an additional D6x10 gold as a reward. If they lose the battle, then they must pay their masters a tribute equal to D6x10 gold to assuage their anger. Possessed warbands that win gain a daemon for D6 turns as if they had made a sacrifice, rather than gaining gold. If they lose, they must sacrifice one of the models in the warband (remove the model from the warband, this sacrifice does not get them a daemon!).



17 BAD FEELINGS

One of the warbands is having serious problems – dissension, constant bickering and resentment keeps flaring up into angry exchanges

Each player rolls a D6. The warband of the player with lowest score is subject to the following rule. At the start of every turn, roll a

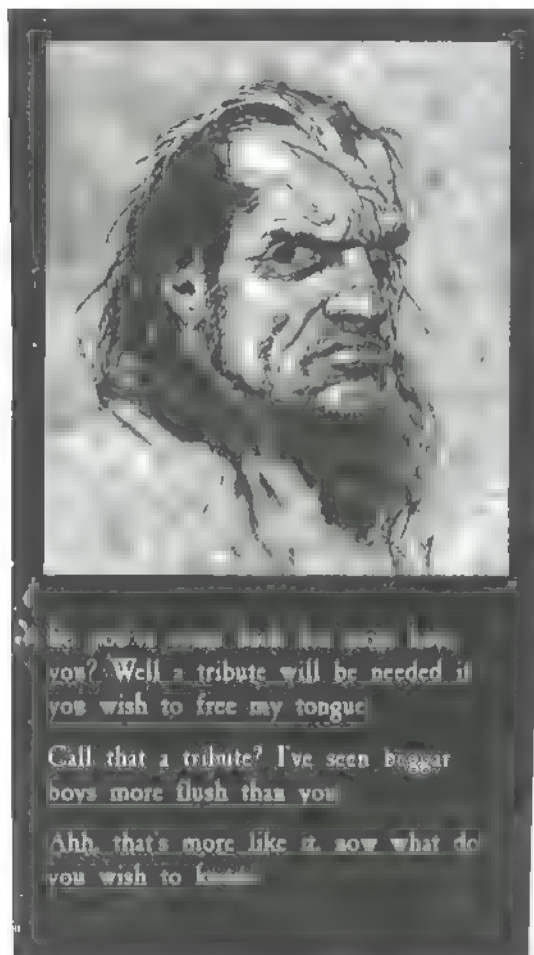
D6 for each model with another model from the same warband within 6". If there is an enemy model closer than the friendly model, no roll is needed (therefore models in combat need never roll). On a roll of a 1 they can do nothing that turn as they hurl insults and act in a generally acrimonious manner.

18 WARP LIGHTNING!

The wyrdstone in this area has set up a weak magical field that discharges bolts of green lightning at erratic intervals.

At the start of each player's turn, the player rolls a D6. On a roll of a 1, a bolt of warp lightning leaps across the buildings. Place a dice or other marker in the centre of the battlefield. Roll the Scatter Dice and move the marker 2D6" in the direction indicated. The marker then scatters 2D6" again. A single model within 3" of this final point is hit by warp lightning and suffers a hit with a Strength equal to the roll of a D6 (no armour saves allowed). If two or more models are within 3", the one with the best armour save is hit (randomise if there is still more than one eligible target)

Questions & Answers



Skaven

Q. Which equipment lists do Skaven Nightrunners use? Heroes or Henchmen? The problem is that the White Dwarf battle report clearly has both night runners armed with throwing stars - weapons only available on the heroes list. Also the article by Gareth Hamilton also has a Nightrunner armed with fighting claws - also only available on the heroes list. So is it a misprint or is the henchmen list wrong?

A. Misprint. Gareth was using playtest rules, and Mark Bedford only plays occasionally and sometimes makes little mistakes - don't be too hard on them. Therefore Nightrunners should use the Henchmen list.

Q. Do the Hand to Hand rules for Black Powder pistols apply to Warplack pistols?

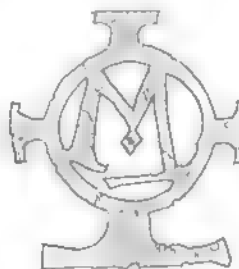
A. Yes. A pistol is a pistol.

Q. Can Skaven use equipment normally forbidden to them if they find it through Exploration?

A. Yes, they can.

Q. My friend and I had a discussion about the skill "art of silent death". It concerned the ability to make a critical on 5+ instead of a 6. On high T creatures he meant that it should be raised to a 6, as you cannot make a critical hit on a creature that you need a 6 to wound in normal cases. Hence you shouldn't be able to make a critical hit on a 5 if you needed a 5 to wound it. I meant the rule was quite clear and it only mattered vs. high T creatures, which probably would be a pain in the ass anyway. And this one skill might actually prove much more dangerous to this particularly type of creatures. What do you think?

A. As you can't make a critical hit on 6 if you require 6 to wound, play it the way that if model with Art of Silent Death skill requires 5+ to wound, then critical hit can be scored only when dice rolls 6. If you required 6+ to hit and score 5 you cause neither hit nor critical hit



Dwarfs

Q. Does a Tilean Marksman gain the benefit of the extra 6" range in a Dwarf Warband if the Warband has an Engineer?

A. No, only Dwarfs in the Warband will benefit and not Hired Swords or Dramatis Personae.

Grcs

Q. As Squigs do not have to declare charge (they move 2D6" each turn and if they come to base they automatically charge) do they have to roll for the fear test when charging a fear-causing enemy?

¶. Squig's movement is not voluntary. A Squig who ends up in base to base with a fearsome opponent must make a test and hits on 6's if it fails as all charging rules apply

Q. I want to ask how you play the Goblins as a possible food for Trolls. This question rises because goblin is cheaper than buying food for troll. Well, we made house rule, that first you feed troll, later you go to trading post and you can buy new goblin, so you cannot just buy a Gobbo and give it immediately to troll. But I wanted to know how others play it.

¶. Check out page 13 of Best of Town Cryer – it states you MUST pay if you have the money so no beardiness here please.

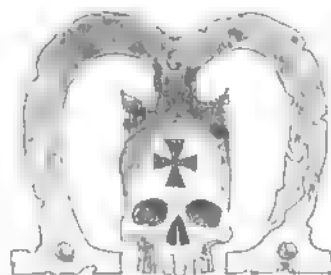


Q. Can an Orc Warband purchase another Big 'Un if his first Big 'Un became the leader and he has one other Big 'Un?

¶. No. The new Leader is still a Big 'Un, albeit with the Leader ability. You can fill the empty hero spot with promoted Orcs, but you may never have more than 2 Big 'Uns.

Q. Shouldn't Goblins have club as an option? This one is just for personal taste, as we all love the little Gobbo with the 4 by 2 with a nail in it.

¶. Although clubs have been left off of the equipment list for Gobbos we can see no problem with adding them to the list for 3gs.

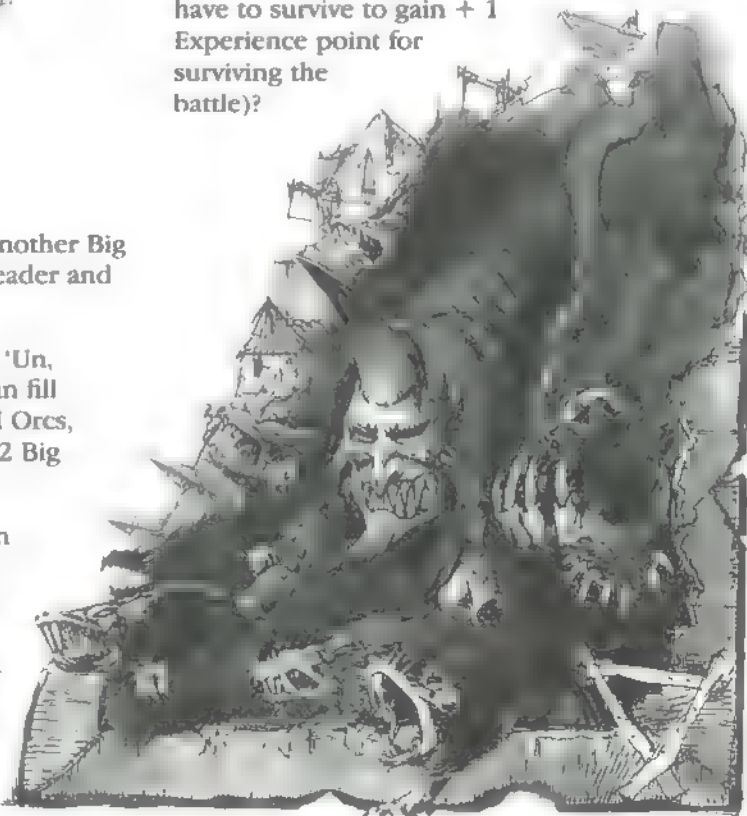


Beastmen

Q. Skill Massive Strength. A Beastman Hero is titanic in size and may use a double-handed weapon in one hand. Now, read literally, the means ONLY Double-Handed Weapons (+2 Str, Strike Last) can be used one-handed. But, is it intended that other two-hand weapons (Halberd, Flail, etc) can be used One-handed with this skill?

¶. No, those weapons rely more on skill. This skill simply represents the brutish strength of the said Beastman.

Q. I have a henchman group with 3 members. One dies after the battle. Does the rest of the group gain +1 experience for surviving (i.e. does the whole group have to survive to gain + 1 Experience point for surviving the battle)?



A. Yes if at least one member from henchman group survived, the group gets +1 experience for surviving.

Sisters of Sigmar

Q. Can a Sister of Sigmar use a sling in the shooting phase and then attack with a Steel Whip in the close combat phase?

A. No! Just because you can attack from a range of 4" with a Steel Whip you must still declare a charge in order to attack with it during the close combat phase. Therefore all charging rules apply and you may not attack in the shooting phase as well as fight in close combat.

Undead

Q. Under the Henchmen listing for Ghouls, it says that they can never carry equipment. However, if your Ghoul gets the "That Lad's Got Talent" advancement and you make him a Ghoul Hero, he can get Combat Skills for one of his choices. If he gets the chance to learn a new skill, can you give him Weapons Training to allow him to use weapons or is the listing



about Ghoul Henchmen never using weapons final?

A. The letter of the rule is that Ghouls can have NO equipment.

Q. When the Undead gain an enemy Hero as a Zombie (I can't recall the spell name) it says they get no other skills or equipment. Do they get to keep the skills they already have?

A. No, Zombies have no skills.

Possessed

Q. When choosing the Third Arm mutation on my mutant it says that, using this arm I can choose any one-arm weapon... does that include the Sisters of Sigmar Steel Whip? I know it is only available to the Sisters of Sigmar but does the mutation void this rule?

A. As long as the Mutant in question has Weapons Training, he can use a Steel Whip, Dwarf Axe, or other one handed close combat weapon in the arm. Of course, the only possibility to get this weapon is if an enemy hero is captured by you at the end of a battle and you sell him into slavery (some Warbands get other options too). In this case you get their equipment, to dispose of as you see fit, including giving it to Weapons Trainees to use.

Q. A Mutant has Str 3/ A 1, an extra arm (+1 A), a great claw (+1 A at +1 Str), and a double-handed weapon (+2 Str). He gets 1 attack at Str 4, 2 at Str 5, or 1 Str5 and 2 Str 4. Is this correct? Does it matter if the claw is on an original,



or a 3rd arm
(especially a
gift of the
Shadowlord arm)?

A. This is not correct. The Great Claw replaces an arm. The text reads "One of the mutants arms ends in a great, crab-like claw". The extra attack represents the ability to attack once with the claw and once with a hand weapon in the non-mutated arm. On your mutant above you start out with 2 arms. You get the extra arm mutation so you have 3 arms. One of those arms mutates into a claw, so now you have 1 claw and 2 arms. The extra arm may be used to wield an additional hand weapon or a shield or a buckler but not a two-handed weapon (this arm may be growing out of his head!). This gives you 1 Str 4 attack with the claw and two at Str 3 attacks with the arms



General questions

Q. Can I take a lucky charm or another item before my first battle in a campaign, when I'm starting a new band?

A. No, you can't take lucky charms from the start. You can't take anything that isn't in your equipment list from the start.

Q. Rulebook, page 144 says: As with other new Henchmen, you must pay for all their weapons and armour... OK, I just found a Fletcher with 2 bows. Does it mean that I can hire new a marksman and give him one of the bows I have found?

A. Yes.

Q. If I recruit a new warrior in the middle of campaign, what price of equipment do I pay for him? The price that is listed at my gang rules (he brought the equipment with him from his homeland)? Or the price in the Trading section of rulebook (he came without equipment, I hired him, bought equipment in

local trading post and gave it to him)? Or can I freely choose?

A. You must always equip any newly hired warriors using the equipment list from your Warband.



So there you have it. If you need to know anymore then write to:

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The Sword of the Herald

By Jeff Hogg

'While the widely accepted history asserts that the catastrophic event that befell Mordheim is nothing more than a myth, the few collected journals and diaries point toward the opposing viewpoint. In fact, those journals and diaries seem to prove that the legends that we know are only a fraction of the horror that was Mordheim.'

It is the nature of man to find reasons for all the events that befall him. The journals and diaries decree in a nearly unanimous voice that Mordheim was destroyed by Sigmar's wrath. But one volume proposes otherwise.

This volume asserts that the comet that levelled Mordheim was the celestial chariot of a being known as the Shadowlord. As to the precise origin of the being, no one knows for sure. Some believed it was a servant of one of the four Thrones of Chaos that we will not name. But one volume proposes something much more malign. This volume asserts that the being known as the Shadowlord is the fifth Throne of Chaos and that 'the razor of Mordheim would be blinded by pride'. That is frightening if only due to the prideful tone that is universal in all the written works of Magnus the Saviour, razor of Mordheim.

This volume is the story of Sister Elisabet the Faithful. She was a servant of the convent of Sigmar who was sent into the wilderness outside the ruined city walls to contemplate the nature of her service to Sigmar. Sister Elisabet returned after spending Forty days of solitude. The testimony of the High Matriarch indicates that on the advent of Elisabet's return she crossed the ruined city and the river Stir at night. This is a feat that should have been tantamount to suicide. Sister Elisabet suffered no physical injury but was quite insane when she returned to the convent. The High Matriarch assigned a young novice to care for Elisabet. Whilst it would be convenient to assume that the High Matriarchs' motives were completely beatific, that would not be totally truthful. Sister Elisabet was deemed mad by her Sorority because of her dark and the disturbing writings she covered the walls of her cell in. The young novices primary trust was to keep a record of those dire prophecies. These records were forwarded to the High Matriarch, who in turn compiled them into this thin volume. A volume that has apparently remained uncatalogued in our own Great Library since it's arrival.

Of particular interest to me was what would have been called the forward of the volume if it had been printed in a scholarly fashion. The forward is a letter of explanation in the hand of High Matriarch Bestraufung. It details an event that occurred in the ruins of Mordheim while Sister Elisabet was enduring her trial of faith in the wilds. A group of Sisters that had witnessed this event were ordered to make a holy oath of silence concerning what they saw. But Sister Elisabet knew every detail as if a witness to what High Matriarch Bestraufung refers to as The Sword of the Herald. Sister Elisabet ranted about the evil fog that concealed the risen dead and of a broken stone. But most importantly, Sister Elisabet wailed about the sword.'

Excerpt from 'The Curse of Mordheim' by Ernesto Crump.

The Sword of the Herald

An adjudicated multi-player scenario for Mordheim.

This scenario pits several warbands against one another as they commit themselves to a terrifying, and very profitable, exploration that concludes in a running battle to escape their enemies.

Special Note

This scenario requires that one player take on the role of a referee. The referee's responsibilities are detailed below.

Terrain

The referee is responsible for setting up the terrain for this scenario. The referee should place the terrain so it creates some open shooting corridors as well as areas that are very tight and favourable for warbands that focus on getting stuck in. The terrain should include a ruined cart and a token or counter portraying a vile looking sword. Special tokens for giant hunks of wyrdstone are a good idea as well, but not required. The cart, stones and the sword should be placed in the exact centre of the table. There should also be one Star Stone splinter counter on the table per player in the game, up to a maximum of five.

Set Up

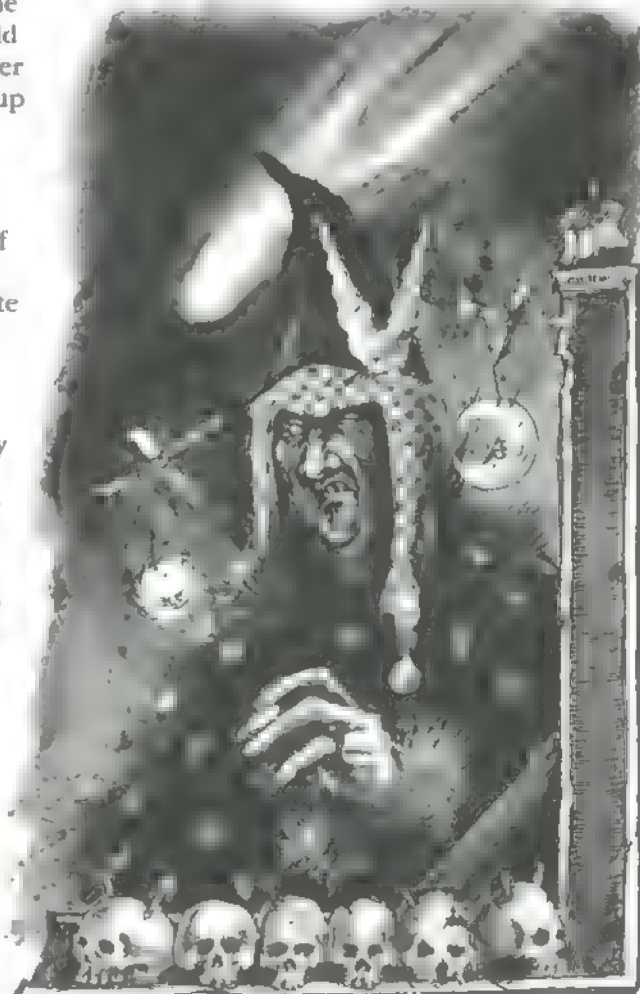
The referee is also responsible for marking out the deployment zones. If there are more than six players, use these rules as a guideline to adjudicate the set up and deployment of the warbands.

When dealing with more than six players, table position becomes a very critical aspect of the game. After the terrain has been placed the arbitrator should call for alliances. This does NOT mean that every player needs to ally. The call is to allow the players to begin the game allied and reduce the number of deployment areas on the table. Players are still free to make and break alliances at their discretion after the game begins. After giving the players a suitable amount of time to ally the arbitrator can close the call.

While the players are discussing their options the arbitrator should



mark the 'centre' of the deployment areas on the table with a token of some sort. This will likely require some judgement on the part of the arbitrator. For a good rule of thumb consider this method to set up the deployment markers. Divide the number of positions required (equal to the number of players) into the perimeter measurement of the table. The calculated



result can be used to measure out the distance between points on the table. All the models must be within 6 inches of the deployment token. This is by no means perfect, as the corners of the tables will yield some very unwieldy areas that will 'legitimately' allow the placement of models that are within charge range of an opponents deployment area. To make those corner areas more enticing (useful), divide the players into two 'heats' for the purposes of choosing deployment zones. The first heat will be for non-allied players, the second for allied players. Have the non-allied players roll off and choose positions first. Encourage those players to choose deployment markers away from the troubled corners by reminding them that prior to play, terrain may be added to the table that will block line of sight and charge paths into the opponents nearby deployment area. This should cause most solo players to choose the less fractious deployment areas. When the second heat of players places models they should pick zones that are adjacent (when possible). Encourage the allied players to choose the troublesome deployment zones by having allied groups roll a single dice to determine when the allied group places

their warbands. Remember that the referee has the option to alter the set up suggestions as needed. This scenario was played on a four by eight table that allowed the referee to put four deployment areas at each of the tables short ends to eliminate all the deployment areas that would allow the warbands to start in or enter the zombie deployment area on the first turn.



The fallen cart

The cart and the contents that it has spilled mark the centre of the wyrdstone zombie deployment area. The wyrdstone zombies can be deployed up to 24 inches from the centre of the table. The number of zombies deployed at the start of the scenario is equal to 4 times the number of players participating. The zombies should be placed on the table at this time. They should be placed as if to 'guard' the cart and its contents



SPECIAL RULES

Multi-player Rules.

This scenario uses all the multiplayer rules from Best of Town Cryer that do not deal with deployment. Deployment rules for this scenario are detailed above.

The green glowing fog

The zombie deployment area is filled with a very vile looking green glowing fog. The referee should remind players who have warbands venturing into it that it is murky and restricts sight as well as terrifying most living



and unliving things. The fog will not affect heroes. Henchmen must remain within 12" of the leader, and in the recovery phase of each players' turn, the warband's leader must make a leadership test to keep his henchmen moving forward. If the leader fails the test, the henchmen and the leader may not move that turn, though they may shoot and defend themselves as normal. The Warband's remaining Heroes and any Hired Swords associated with the Warband are free to move as normal. The fog also places an additional restriction on line of sight. Models cannot see any further than 3" through the fog for the purposes of shooting, charging and casting spells.

Zombie Reinforcements

In the Wyrdstone Zombie shooting/magic phase the referee will roll 1d6 for each Zombie that has been taken out of action. On a result of 4+ an additional zombie is placed anywhere within the zombie deployment area. These Zombies cannot be placed in base to base contact with enemy models, but have no other restrictions on their placement. The decision of where to place the Zombies



Zombie reinforcements

should be based on keeping the game challenging and entertaining instead of hassling any particular player

Star Stone Splinters

These are shards of immense size and they look as if they were once part of a singular stone that splintered when the cart was wrecked. Each Star Stone splinter is worth 3 additional wyrdstone in the post battle sequence. A warrior carrying a Star Stone splinter has its movement halved unless two warriors are working in tandem to



The wolves charge

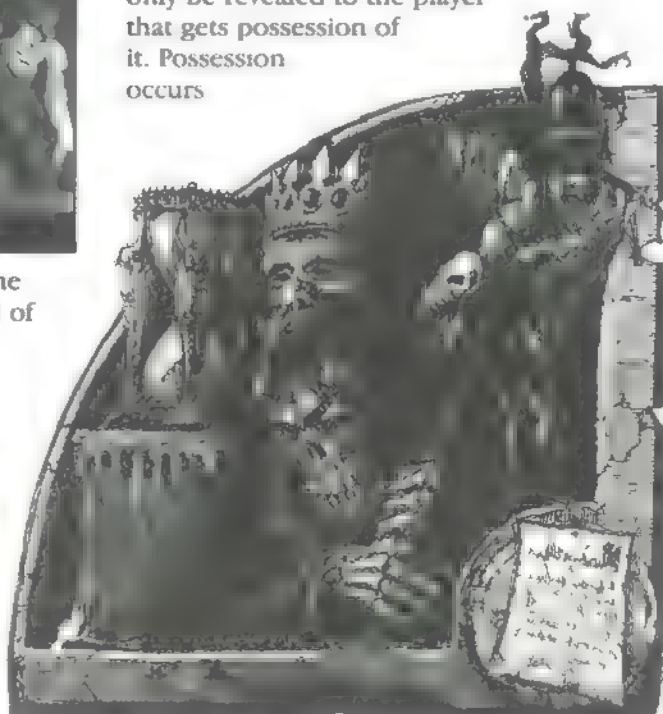
carry it. If two warriors are carrying a Star Stone splinter then they may use their unmodified move. If a warrior that is carrying a Star Stone splinter is charged or charges another model, the Star Stone splinter is dropped immediately. Any Hero



or Henchman that leaves the table with a Star Stone splinter does not return to play as they are taking it back to the warband's camp.

The Sword of the Herald

The sword's magical abilities should only be revealed to the player that gets possession of it. Possession occurs





when a model moves to it and announces that they are picking it up. Possession does not require any reduction in movement and is considered to be instantaneous.

Starting the Game

The players roll 2d6 and add the result. The player with the highest total takes the first turn and play proceeds clockwise from that player's position. The Wyrdstone Zombies are dead slow and automatically take the last turn.

Ending the Game

The game ends when only one Warband remains or all the Star Stone splinters and the sword have been removed from the table. If all of the Star Stone splinters and the sword have been removed, work out the winner based on the removal of those objects by awarding the warbands one victory point for each Star Stone splinter that leaves the table and three victory points for the sword. If the game is still a draw then the warband possessing the sword wins the scenario regardless of the



total points scored. The warband that removes the *Sword of the Herald* from the table should consult with the referee as to what can be done with it and what it is worth.

Experience

+1 Survives. Each Hero and Henchman group that survives the battle gains +1 experience.

+1 Winning Leader. The



Leader of the winning Warband gains +1 experience.

+1 Per Enemy Out Of Action. Any Hero earns +1 experience for each enemy model he puts out of action.

Heroes are restricted to earning +1 point for killing any number of Zombies.



Note that additional experience is **not** earned for removing the Star Stone Splinters or the *Sword of the Herald* from the table.

Acting Fairly as the Referee in an Adjudicated Scenario

This is an unusual scenario in that it should be played only once by a group of warbands and that it requires at least one player to be a referee. When we used this scenario in our local campaign, two of us took the responsibility, as we had to get everyone on the table out of the store in five hours. The referee is going to have to be someone who knows the rules, can keep the game running smoothly, and has to be someone who has earned the trust of the group. Trust is imperative as the players do not have access to all the information and the zombies are going to get put onto the table in an uneven (and possibly perceived as unfair) fashion. The referee can start to earn trust as the scenario begins by offering to run game with the option of having it 'not count'. The players do not have to choose that option unanimously, and those that choose to have the game 'not count' will be able to guarantee that their warband will not change (for good or bad). These warbands will not have to roll for serious injuries and agree that they earn no experience for playing the game and do not search for wyrdstone in the post game sequence. They can earn the rewards for removing the *Sword of the Herald* and the Star Stone Splinters from the table. The referee should also make sure that the players read the scenario and understand that the effects of the sword may be different, as well as the rewards. If the effects and rewards are to be different, then the referee should have a neatly prepared list of what happens during the game prepared in one sealed envelope and a list of the rewards in another. If there is anything that will help the players out, like

The Sword of the Herald

Holy and Unholy relics, the referee should mention this prior to play and allow the players to acquire them.

The referee can continue to gain trust during play by not placing the zombies in areas where players are already tied up and by placing the zombies in unusual positions. For example, place three zombies on a ledge above a player and have each of them try to do a diving charge when they next get to move. While there is only a one in six chance of being successful, everyone playing will be entertained by the thought of zombies falling out of buildings and landing on their heads.

As long as the referee remembers that the players are playing to be entertained as well as to compete the referee is doing the job right.

What does the big green sword do?

The *Sword of the Herald* counts as a chaos weapon and it adds +1 S and +1 to all rolls to hit (you still must roll a critical hit as normal). Additionally the warrior holding it must make a leadership test in each recovery phase. The warrior must use his own leadership. If the warrior carrying the sword fails the test he has become possessed by the Daemon in the sword and may do nothing during that turn. The referee will move a warrior that failed the test during the Wyrdestone zombie turn. The referee may use the possessed warrior in any way he (or she) sees fit including charging any warrior on the table. While the warrior is possessed by the sword, the warrior will shout that he (or she) is the Herald of the Shadowlord and will prove it through trial by combat. The referee should make it very clear to all the players that there is a raving madman in fog. If the possessed warrior passes the leadership test in a successive turn, then control of the warrior is returned to the player

controlling the warriors' warband.

After the game what can I do with it?

That depends on your warband. But the choices are either to equip a hero with it or pass it up the hierarchy that the warband belongs to.

If you want to equip it.

Possessed, Undead, Beastmen and Skaven warbands may equip it on any hero. Once the Sword is equipped, the warrior will never surrender the blade to any other members of the warband. Additionally, if a warrior equipped with the *Sword of the Herald* ever suffers an Out Of Action result through play, the warrior is removed from the table as normal, but the sword token should be placed on the table where the warrior fell. The blade can then be retrieved by any other warrior. The above Warbands may trade it off, as described below if they so choose.

If you want to pass it to your betters...

All other Warbands will try to get rid of such a weapon steeped in evil and will attempt to trade it off or pass it to their holy representatives such as priests of Sigmar to destroy it. For this the Warband will receive 100 gc's.

The Sword of the Herald:

Materials Required

1 Two Handed Sword (off the Mordheim Accessories Sprue)*

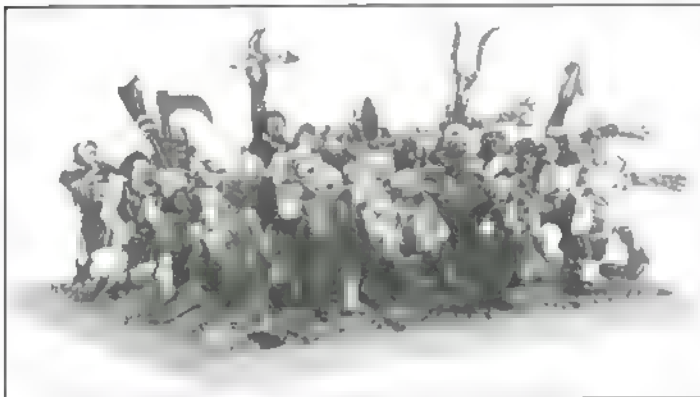
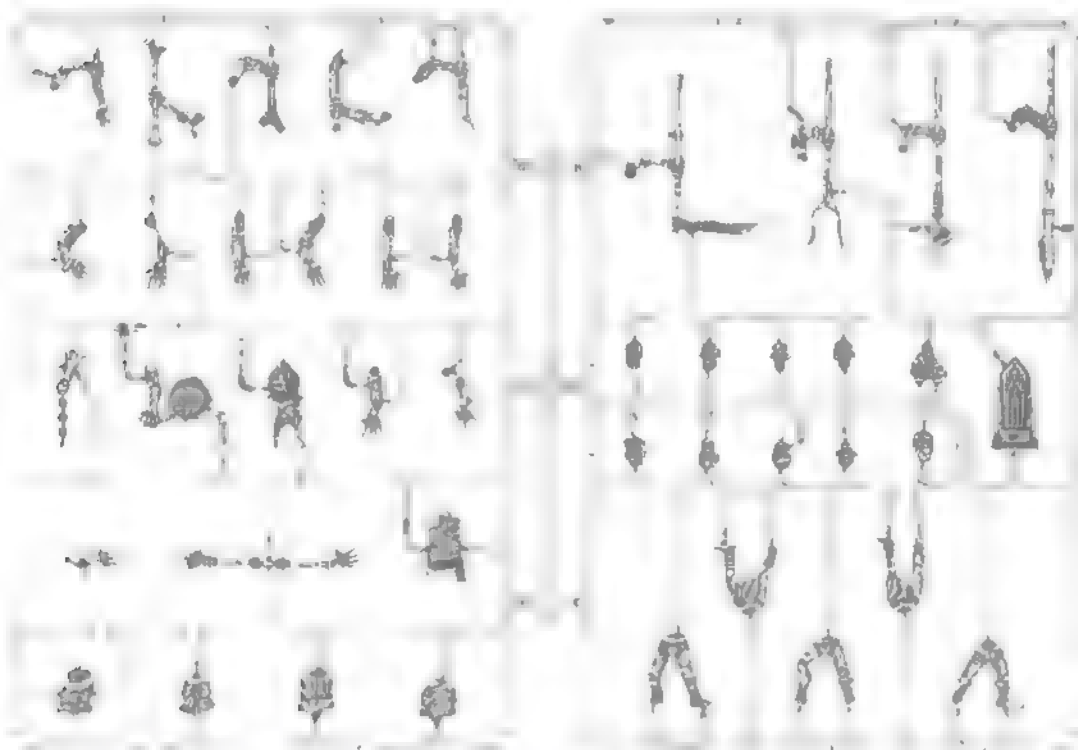
1 20mm slotless base

This one is easy. Carefully remove the sword from the Mordheim Accessory Sprue and cut off a small section of the tip. Glue the flattened end to the base and paint it. I suggest using a black primer and a Dark Angels Green base coat with Goblin Green and Scorpion Green Highlights. An alternative would be to dry brush with a mix of Silver and Goblin Green.



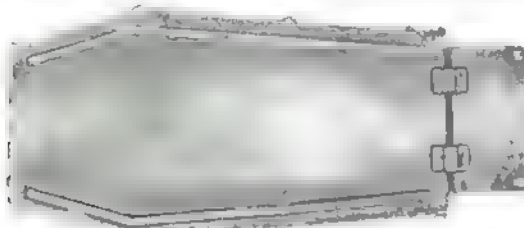
The Sword of the Herald

Plastic zombies from the Warhammer range are excellent (and cheap!) and can be posed in numerous ways. In Town Crier 11's "The Caravan" article we explained how to make a cart. We've also included some useful bits below that would when constructing your cart.

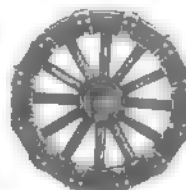


PLASTIC UNDEAD ZOMBIE SPRUE
99380207002 - £4 per sprue
(SHOWN AT 50% OF ACTUAL SIZE)

ZOMBIE REGIMENT BOXED SET
£15 for 20 complete Zombies



BLACK COACH CHASSIS
020706801 - £3.00

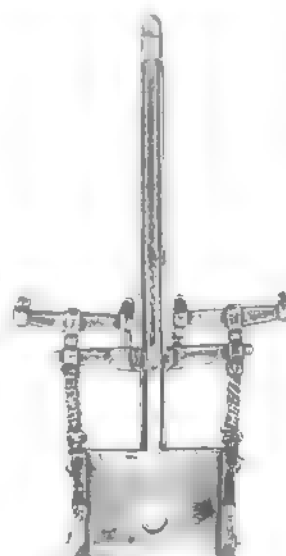


Plastic spoked wheel
100557 - £1 for 4
sprues

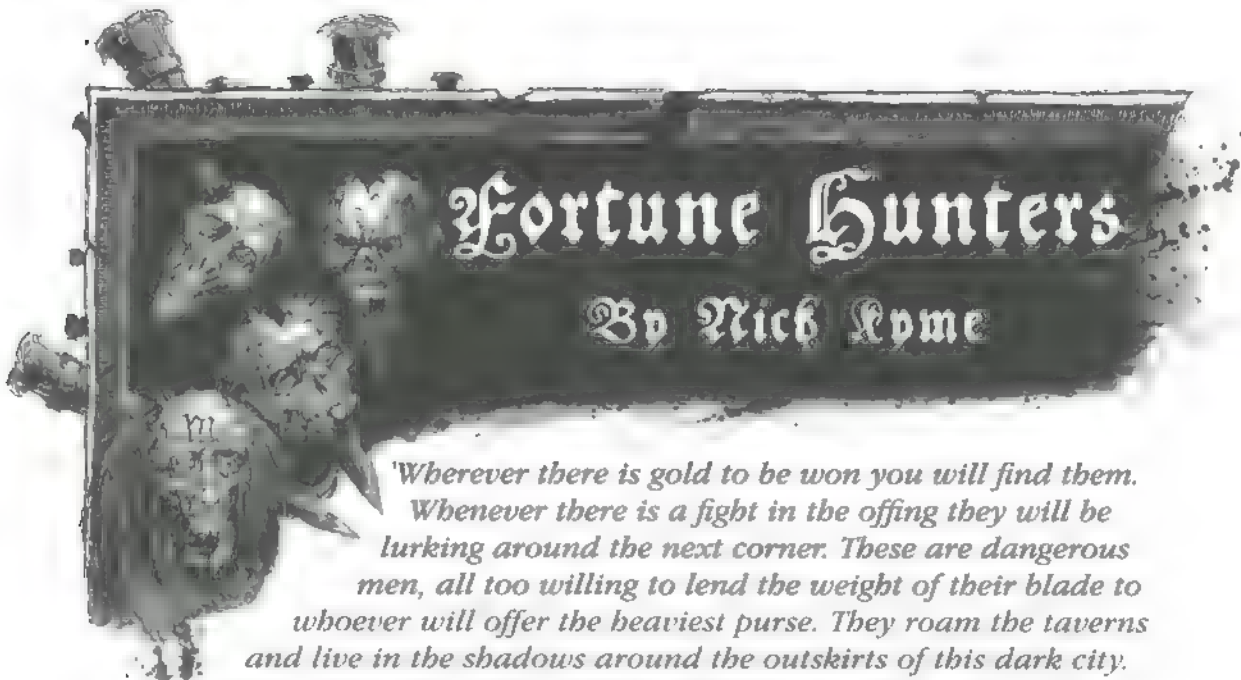


BLACK COACH AXLE - 50p
020706806
(you'll need 2 of these to make
the chassis)

Skeletal Steeds are also
available from Mail Order
129842 £2.50



BLACK COACH FRONT CHASSIS
020706802 - 32.00



*'Wherever there is gold to be won you will find them.
Whenever there is a fight in the offing they will be
lurking around the next corner. These are dangerous
men, all too willing to lend the weight of their blade to
whoever will offer the heaviest purse. They roam the taverns
and live in the shadows around the outskirts of this dark city.
They have many forms and their loyalty is only bought by coin.
Professional? Usually Lucky? Probably. Deranged? Definitely... but then who
wouldn't be in this cursed place?'*

- One-eyed Brakk the trader on the subject of Hired Swords

Hired Swords are a useful addition to any warband. They can often bring many strengths that a warband would otherwise lack. Haughty Elven Rangers and plucky Halfling Scouts can provide welcome missile expertise whereas hulking Pit Fighters and desperate Trollslayers boast hefty muscle. Whatever situation there is usually a Hired Sword to remedy it. These mercenaries are numerous around Mordheim and there are rumours that some new sell swords have moved into the City of the Damned to ply their trade...



Duelist

35 gold crowns to hire + 15 gold crowns upkeep

Duelists are men of the shadows, their reputations dark and bloodthirsty. They are men of iron nerve who stare unflinchingly into the face of death every time they draw their pistols. As well as expert pistoliers, duelists are master swordsmen, their close quarter fighting deadly and brief for their opponents. Those who seek the services of a duelist must frequent dark avenues and taverns to locate them, for they are enigmatic and elusive figures. However any warband who secures their skills will reap great benefit.

May be Hired: Any warband except Skaven and Undead may hire a Duelist.

Rating: A Duelist increases the warband's rating by +18 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Id
Duelist	4	4	3	3	3	1	4	2	7

Weapons/Armour: Duelling pistol, sword, dagger and cloak. The cloak counts as a buckler.

SPECIAL RULES

Darting Steel: A Duelist is like a blur in hand-to-hand combat, turning blades aside with seemingly little effort or concern. The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules

Skills: A Duelist may choose from Combat and Shooting skills when he gains a new skill.





Bard

20 gold crowns to hire + 10 gold crowns upkeep

In the dark and depressing streets of Mordheim a rousing tune foretelling the warband's victory can lift even the lowliest of spirits. A Bard may seem out of place in the City of the Damned but there are those who are willing to sing out their battle chorus for the highest bidder. These men are often warriors too, for only the bravest of songsters would consider looking for an audience in Mordheim

May be Hired: Mercenaries, Sisters of Sigmar and Witch Hunters may hire Bards.

Rating: A Bard increases a warband's rating by 8 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bard	4	3	3	3	3	1	3	1	7

Weapons/Armour: Sword, dagger and light armour.

SPECIAL RULES

Songster: A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Skills: A Bard may choose from Academic and Speed skills when he gains a new skill.



Bounty Hunter

Bounty Hunter



40 gold crowns + 15 gold crowns upkeep

Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...

May be Hired: Any warband except Possessed, Undead, Skaven and Orcs may hire the Bounty Hunter.

Rating: A Bounty Hunter increases the warband's rating by +20 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	4	4	3	4	3	1	4	1	8

Weapons/Armour: Sword, dagger, pistol, crossbow, heavy armour, helmet, rope hook and lantern.

SPECIAL RULES

Capture: The Bounty Hunter will always be on the lookout for the outlaw he is pursuing. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero 'out of action' he gains the hero's gold value as payment (of which he gives the warband half) +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the hero, he simply counts as captured.

Skills: A Bounty Hunter may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.





Witch

30 gold crowns to hire + 15 gold crowns upkeep

There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the

services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar

Rating: A Witch increases the warband's rating by +14 points, plus 1 point for each experience point she has.

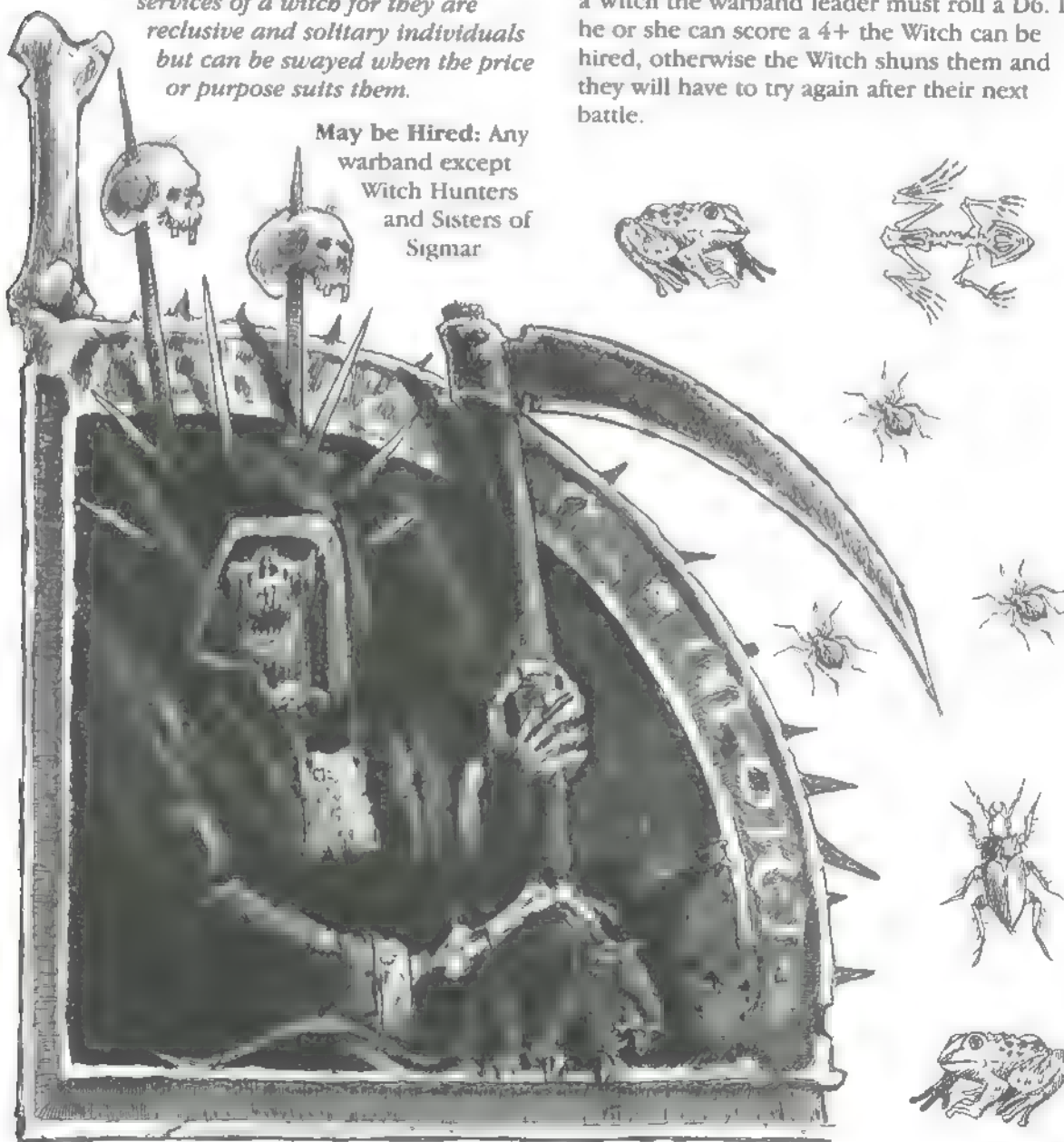
Profile	M	WS	BS	S	T	W	I	A	Ld
Witch	4	2	2	2	3	1	4	1	7

Weapons/Armour: Staff.

SPECIAL RULES

Wizard: The Witch has the ability to use magic and casts spells like any other wizard. She has two spells generated at random from the Charms ~ Hexes list. See below for details.

Recluse: Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle.



Potions: The Witch is an expert as brewing all manner of curious concoctions. A single hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

- 1 too the can** **Debilitating:** The potion is simply potent for the hero and weakens them. They are at -1 Toughness for whole of the next battle until they roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
- 2-3** **Strength.** The hero is infused with strength as he quaffs the potion. He is at +1 Strength until he rolls a 1 on a D6 in the recovery phase.
- 4-5 in** **Resilience.** An inner resilience passes through the hero. He is at +1 to Toughness until he rolls a 1 on a D6 the recovery phase.
- 6** **Fortitude.** The hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

Reluctant: Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

Representing Your Hired Swords

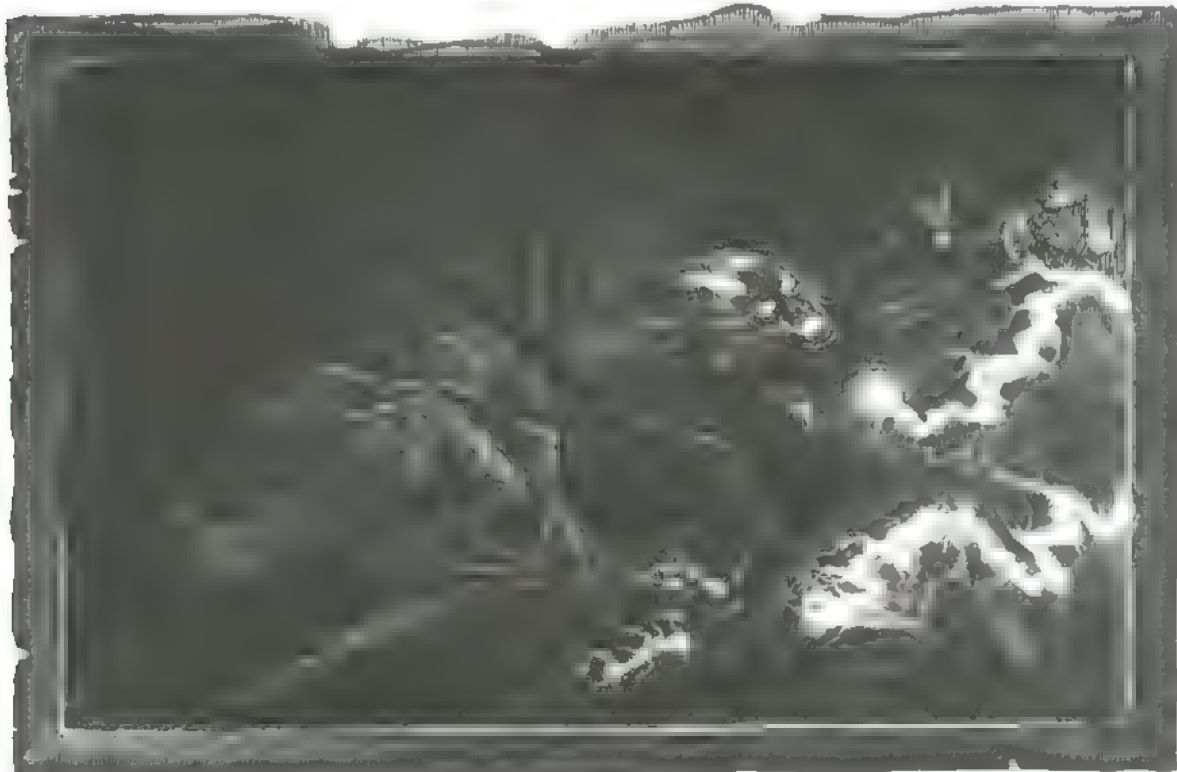
The Hired Swords described in this article are easy enough to represent with little conversion using existing Citadel Miniatures. Below I present a summary of the models I use to represent my Hired Swords and where appropriate some suggestions for others.

Duelist. For my Duelist I used the old Militia with pistol model, adding a sword from the Mordheim accessory sprue. Any model with a pistol will do really, as long as they look mysterious and menacing enough!

Bard. For the Bard I used the Tristran the Troubadour model (Bretonnian special character). Simply cut his body at the waist, add some Mordheim human mercenary legs and replace his lance with the lute. Any rough areas can be tidied up with green stuff, easy!

Bounty Hunter. Bounty Hunters can be represented using the human mercenary sprue. In fact Journal 35 has some excellent examples of what you could do. I personally use the Braganza model from Braganza's Besiegers, with his plume filed off and the addition of some rope and a sword from the Mordheim accessory sprue.

Witch. Witch models can be represented using the female Middenheimer Youngblood model. Swap one of her hammers and replace it with a staff end there you have it, a Witch! If you really want to make her stand out, why not use Bastet the cat (Neferata's familiar) as a familiar.



Charms & Hexes

Charms and Hexes are the magic of Witches. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck.

D6 Result

1 Scry

Difficulty 6

The Witch uses ancient druidic crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.

2 Curse

Difficulty 6

The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.

One enemy model within 12' of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.

3 Dust of the Blind

Difficulty 9

Casting a handful of dust into the air, the Witch blows it around her blinding her enemies.

One enemy model within 16' of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.

4 Age of Stone

Difficulty 8

Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble.

One enemy model within 12' of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

5 Warrior's Bane

Difficulty 7

Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18' of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

6 Cure

Difficulty 6

A faint glow extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6' of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.

Fortune Hunters

As well as the suggestions Nick's made we've raided the Mail Order vaults and come up with some suitable models ourselves.

Vespero's Vendetta obviously make great Duelists. Staying with the Dogs of War range we thought some of the Mercenary Captains would make good Bounty Hunters. Nick's suggestion for the Bard and Witch are spot on so we've included some suitable parts here.

Bards



Lute Player
020203808+
020304204 - £3



Pipe Player
074102/40 - £2



COMPLETED MAXIMILLIAN
DAMARK - £4



COMPLETED RODERIGO
DELMONTE - £4

Witch



MIDDENHEIMER
YOUNG BLOOD 2
BODY - £2
110202202



Suggested staff -
Vampire Spear 2
There are many
more possible staff
combinations, i.e.
the Chaos Sorcerors
or Skaven Warlocks



BASTET - £2
020708102



TOAD - 50p
020300605

Duelists



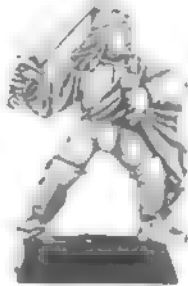
VESPERO - £4
021403401



VESPERO'S ARM - 50p
021403402



DUELIST 2 - £2
021403403



DUELIST 3 - £2
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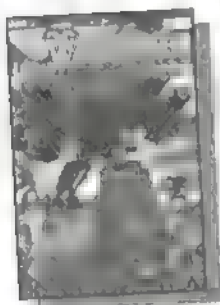
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Averlanders



Averlanders

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Norse Warband

Converted by Derek Whitman

Painted by Craig Stock

The Norse Warband rules and conversion
tips can be found on pages 10-24, Lustria -
Cities of Gold.

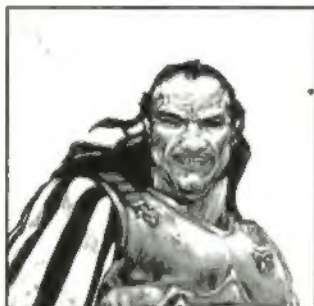


WANTED

By thy proclamation of Graf Andreas Von Gustav, envoy of his grace the Count of Stirland.

MARQUAND VOLKER

ULLI LEITPOLD



DEAD OR ALIVE

For thee crimes of Murder, Banditry, theft, heresy, desertion, mud slinging, docking and running a disorderly bawling house

Ther sum of 500 gold crowns

SEEK PASSAGE

A party of twelve warriors of the Black Heart clan seek passage to the land of Lustria. Can pay with services as warriors and oarsmen.

Can provide own rum.

Meet at the docks after sun-down

OLD MYSTIC

Need a troublesome foe made to go 'ribbet'?

Need to know your fortune?

Then you need the services of

Sister Agnetha

At the old fish shoppe down by the docks.

Ye Olde Curiosity Shoppe

IN STOCK

Accurate Graveyard map

Freshly pelted rats

Original Daemon head (mouth sewn shut)

Lucky charms

SCRIBE'S HONOURABLE MENTION

Donato Ranzato



POSITION TO FILL

BARTENDER REQUIRED

Must be able to work under pressure and be quick on feet. Skill with a sword or bludgeon an advantage.

Contact the Silent Parrot Inn

Honza Skypala

Undertaker

Get your best quality coffins now before the demand forces prices to increase.

Vegetta's exterminators.

Rat Catcher

We can deal with rats, mice and even the flying variety.

Will dispose of any unsightly corpses.

IN THE EAST QUARTER.

OBITUARIES

Gothard Kettler, poisoned at his camp.

Morgan the Red, former bartender of the Silent Parrot, sliced in a bar fight. He always was a cut above the rest.

Olaf Pedersen, skull crushed by a warhammer.

Lucas McFaddon, devoured by rats.



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